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OFFICIAL U.S. PlayStation MAGAZINE

APRIL 2003
ISSUE 67

HOT FOR 2003

SOUL CALIBUR 2
See why it's worth waiting for

AUTO MODELLISTA
A cartoon Gran Turismo?

GAME OF THE YEAR REVEALED Page 38

Official U.S. PlayStation Magazine Issue 67 (April 2003)

EXCLUSIVE REVIEW

MIDNIGHT CLUB 2
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T
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ESRB
Violence

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hardest part is doing anything.

14/64
30/30
40/40
81/76
45/45
29/88

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TEEN
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Blood
Violence

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is to become it.

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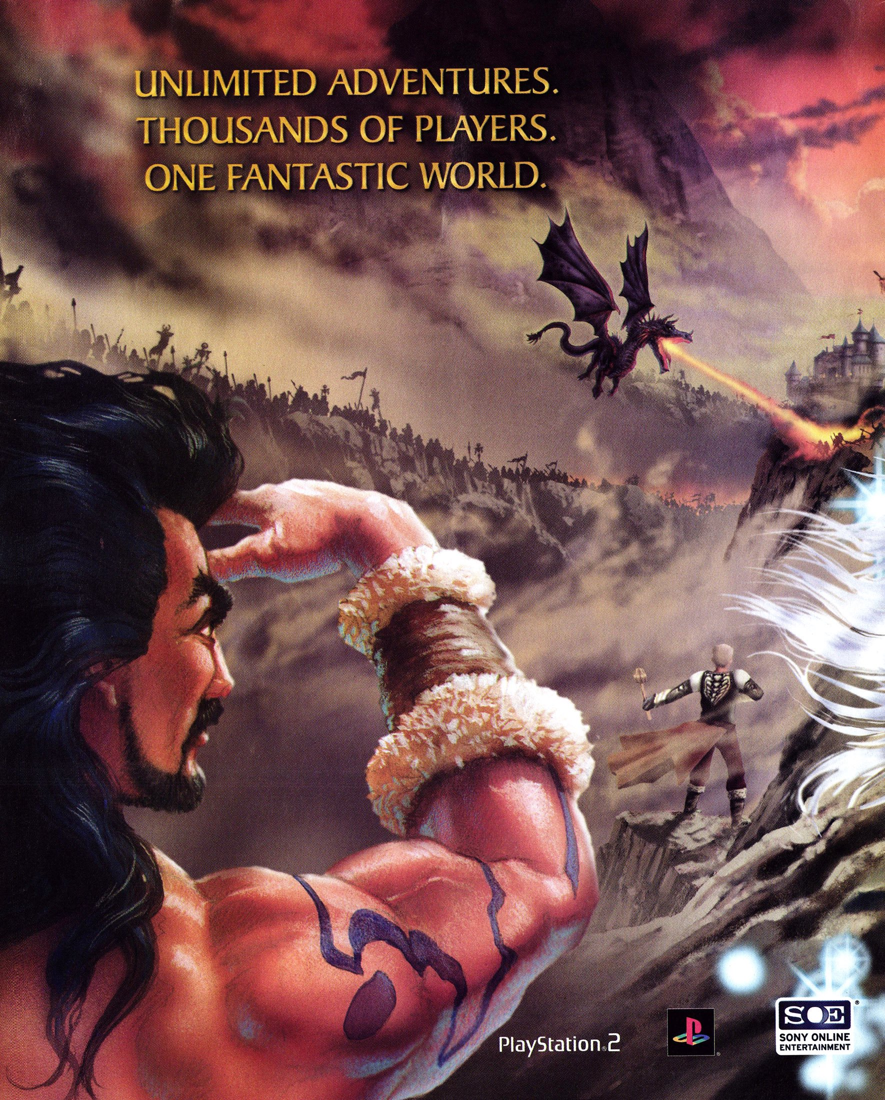
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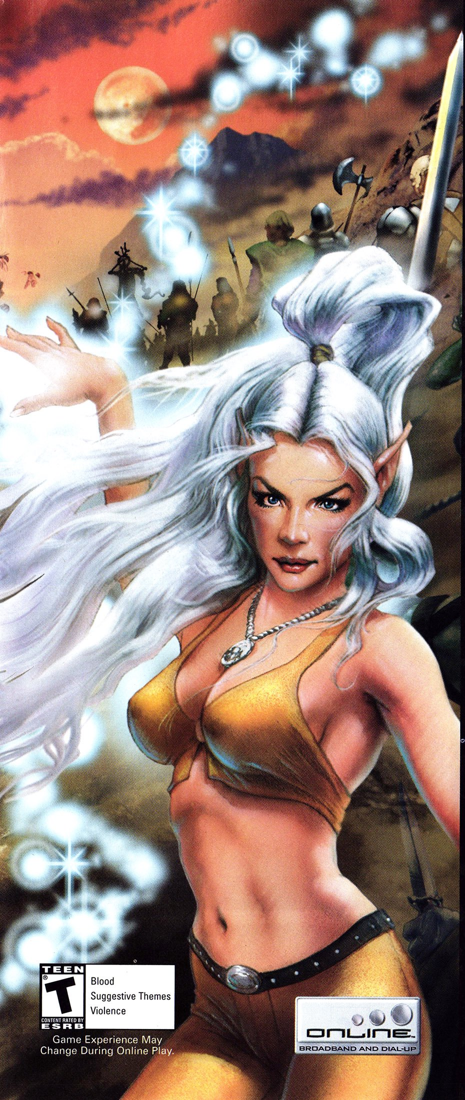

TEEN
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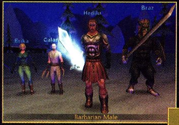
CONTENT RATED BY
ESRB

Blood
Suggestive Themes
Violence

Game Experience May
Change During Online Play.

ONLINE
BROADBAND AND DIAL-UP



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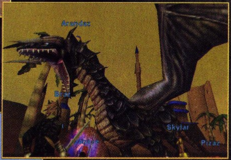

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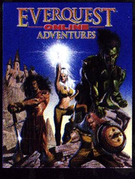

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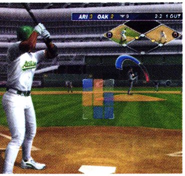

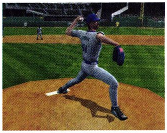

ALL I NEED IS ONE MORE PITCH.

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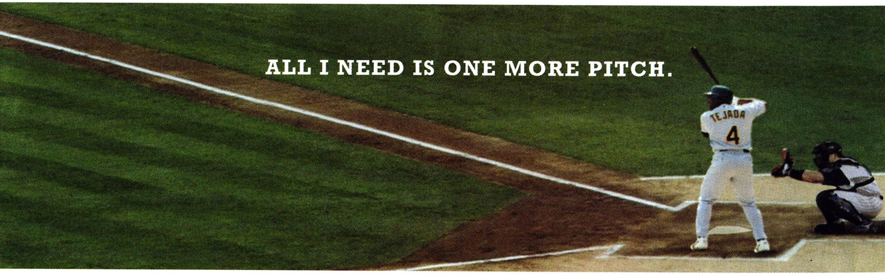
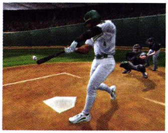
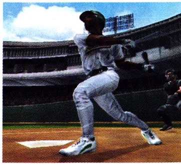

ALL I NEED IS ONE MORE PITCH.
TEJADA
4





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CONTENTS

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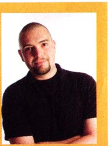
2 FAST 2 FURIOUS

Midnight Club II surprised us all



John Davison
Editor-in-Chief

Around the time we were focused on our early *Grand Theft Auto: Vice City* coverage, the guys at Rockstar took great pains to tell us how great the sequel to *Midnight Club* was going to be. It was their next huge game, they told us, and was going to be something special. My reaction at the time? "Naaaah." The first game was pretty good, and certainly benefited from its release as a PS2 launch title, but a sequel wasn't really on my radar as something to get all pumped about—and, as *OPM*'s resident car nut and speed freak, if I wasn't getting jazzed about it, chances are the rest of you weren't going to, either. So, we smiled politely and made suitably indifferent noises whenever the subject came up. Then, a weird thing happened: Rockstar showed up with a late version of the game...and *everything* had changed. As so often happens these days in the world of game development, all the really cool stuff came together at the very last minute, and *Midnight Club II* began looking like something to get *very* excited about. In fact, so much had changed that we altered all our plans for this issue so we could put the game on our cover and bring you the exclusive first review. It's not often that a game has that kind of effect on us, but wait until you see *MC2* when it hits stores in early April. If you're a racing-game fan like I am, it'll blow you away.

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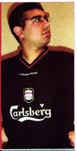
ZOE FLOWER
She writes, plays videogames, makes TV shows, and will knock your ass off the boarding slopes in Tahoe. She produces rock videos, designs websites, and owns her own island. That's what she tells us, anyway. www.zoeflower.com

RAVI HIRANAND
He lives in London and is the author of our ongoing "Only in Japan" column. This month, Ravi schools us on the only thing he holds dearer to his heart than videogames: soccer. And although you'd never guess it, he's single! Check him out, ladies!



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These guys know their games, so when they make a comic about videogames, the comic tends to be funny. And most of their comics are about videogames. Now, what does that tell you? Visit them anytime at www.penny-arcade.com.

JOHN SCALZI
He's a writer of science, fiction, and science fiction; a media reviewer and an ordained minister—and he's just signed a two-book publishing deal with fantasy/sci-fi supergroup TOR. You can find out all the sordid details at www.scalzi.com.

Videogames Have Ratings, Just Like Movies

The Entertainment Software Rating Board provides information about videogame content. ESRB ratings are intended as guidelines only; parents should still monitor minors' purchases.

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MATURE RATING	These games contain more adult themes, such as blood and gore; stronger language; and sexual themes. Deemed not suitable for those under 17.
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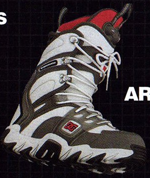

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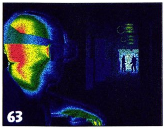

63

62

66

74 See all the sights of Paris in *Midnight Club II*. Or don't, because you're goin' so freakin' fast!

REGULAR BITS

13 DEMO DISC
Amplitude will rock you, *NCAA Final Four* will jock you, and *WWE SmackDown!* will sock you.

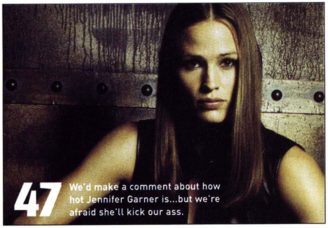
20 INPUT
You send us letters, we print your letters. Because we care. Here's the address: opm@ziffdavis.com.

28 SPIN
You'll play games based on movies you see in the dog days of summer. But only Japan gets a dog game.

102 REPLAY
You're still buying *Vice City*—we're still showing you how to master it. Plus, *Yu-Gi-Oh!*, *Sims*, and more.

120 P.S.
You told us your favorite games. We tell you our favorite (and least favorite) of everything else.

I PITY THE FOOL
48


47 We'd make a comment about how hot Jennifer Garner is...but we're afraid she'll kick our ass.

When the street lights come on, the street races go down. Prepare to get fast and furious—online.

PlayStation
MIDNIGHT CLUB 2
1300 RATINGS

PREVIEWS

71 Auto Modellista
70 Chaos Legion
68 Chessmaster
68 Clock Tower 3
70 Cy Girls
66 Drag-on Dragoon
64 Dynasty Warriors 4
62 Fear Effect: Inferno
62 Fugitive Hunter
60 Full Throttle II
64 Gradius V
68 Grand Prix Challenge
64 Hunter: The Reckoning–Wayward
68 IndyCar Series
66 Resident Evil: Dead Aim
65 Silent Hill 3
60 Soul Calibur II
68 Speed Kings
63 StarCraft: Ghost
62 SX Superstar
70 Tom Clancy's Splinter Cell
67 Unlimited SaGa
68 Urban Freestyle Soccer
66 X2: Wolverine's Revenge
62 XGRA

60

SPIN

28 Summer Movie Spectacular
A preview of this summer's hottest movies...and the games associated.

38 Readers' Choice Awards
Wanna know the best games of 2002? Find out which got the most votes.

46 Square Enix Update
What to expect from the mega-merger of the two RPG behemoths.

46 The Insider

47 Alias
It's about time someone made a game based on the kick-ass TV show starring Jennifer Garner! Find out who.

48 Celebrity Deathmatch
Gotham Games has announced the full lineup for its satiric fighter.

48 Zoe's World

50 Hollywood Loves Vice City
Your favorite stars are playing your favorite game.

50 Only in Japan
You know you've always wanted a dog-raising simulator.

50 Five Cool Things About ZOE 2
The second *Zone of the Enders* is out soon. Here's why you should play it.

51 Clish MacLaver
The latest gossip on things like *Gran Turismo*, Insomniac, *Medal of Honor*, and a *Metal Gear* remake.

52 CD Reviews

54 DVD Reviews

56 By the Numbers

REPLAY

104 Yu-Gi-Oh!
Fusion guidelines for the dorkiest PS2 game going.

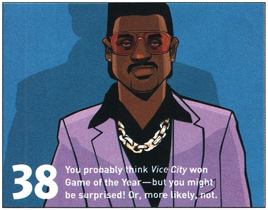
108 Grand Theft Auto: Vice City
Last month we showed you the first 50 hidden tikis—now for the rest.

112 The Sims
Throw a sweet, raging par-tay!

114 Online Gaming
Tony Hawk 4, Madden and *SOCOM!*

115 NCAA College Hoops 2K3
Survive the madness of March.

116 High Heat
Twenty-seven hot tips to keep you from a miserable start.



38 You probably think *Vice City* won Game of the Year—but you might be surprised! Or, more likely, not.

REVIEWS

PS2 GAMES

84	Aero Elite	★★★
95	All-Star Baseball 2004	★★★
84	Black & Bruised	★★★★
84	Breath of Fire: DQ	★★★★
87	Cabela's Big Game Hunter	★★½
86	Def Jam: Vendetta	★★★★
88	Final Fantasy Origins	★★★½
87	Fisherman's Challenge	★★
94	High Heat MLB 2004	★★★★★
87	HSX: Hypersonic Xtreme	★★½
90	The King of Route 66	★★★
87	MGS 2: Substance	★★★★★
82	Midnight Club II	★★★★★
95	MLB 2004	★★★
96	MLB Slugfest 2004	★★★★
90	MotoGP3	★★★★½
96	MVP Baseball 2003	★★★½
90	My Street	★★★
92	Rayman 3: Hoodlum Havoc	★★★½
92	Tenchu: Wrath of Heaven	★★★
92	Vexx	★★
97	World Series Baseball 2K3	★★★★
100	WS: Winning Eleven 6 Int'l	★★★★★
98	Yu-Gi-Oh!: DOTR	★★½

PS1 GAMES

98	Gekioh Shooting King	★★★★
98	Superstar Dance Club	★★½

PERIPHERALS

100	i-Glasses HRV	★½
100	Scorpion 3 Light Gun	★★★½

ON THIS MONTH'S EXCLUSIVE PLAYABLE PS2 DVD

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ATV Offroad Fury 2
NCAA Final Four 2003
Rayman 3: Hoodlum Havoc
WWE SmackDown! Shut Your Mouth
Zapper

VIDEOS
.hack//INFECTION
Silent Hill 3
Vexx

INSIDE THE GAME
EverQuest Online Adventures
Rise to Honor

REPLAY
Disney's Treasure Planet
Dr. Muto
Grand Theft Auto III
Mike Tyson Heavyweight Boxing
SkyGunner
Tony Hawk's Pro Skater 4

EXTRAS
On Tour with Korn
On Tour at NCAA Final Four in New Orleans
On Tour at Panama City, Florida, for Spring Break 2003

PLAYSTATION UNDERGROUND TEAM
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Marketing Team **Kim Yuen, Chris Hagedorn, Steve Williams**
Executive Producers **Andrew House, Marilyn Weyant**
Format Q&A **Sam Bradley, DeMarlo King**
Account Coordinator **Eric Ippolito**

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3D Artists **Jason Robinson, Philip Williamson, David Hayes**
Producer **Jessi Harrison**
President **Katherine Williams**
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SPECIAL THANKS
Tom Gillan, Gerald Martin, Jim Williams, Michelle Manahan, Christine DeNezza

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ROCK

AMPLITUDE SERVES UP MORE THAN JUST DANCE-HALL BEATS

The sequel to *Frequency* lets even the tone deaf get their groove on. Once you're done, check out these fun and educational ways to pass the time with the other great demos on our disc. And don't forget to check out all the videos and other extras you'll find beyond the playables.

Official U.S. PlayStation Magazine
Issue 67
NTSC U/C
SCUS 97342
DVD ROM
RP-M

AMPLITUDE

THE DETAILS:
This sequel to *Frequency* (get it? *Frequency* and *Amplitude*? FM and AM? Anyway...) boasts some truly rockin' tunes. This demo has Garbage's "Cherry Lips" and Quarashi's "Baseline."

HAVE YOU TRIED...
...collecting power-ups? Those oddly shaped notes on the tracks will give you power-ups to help out your situation: slow-mo, "auto-blaster" (clears out all the notes in one track), and more.
..."Brutal" Difficulty? Here's the best route to success: Hold your hand upright over the buttons and tap □, △ and ○ like they're keys on a piano. Once you're in the zone it'll just, ya know, *flow*.

ATV OFFROAD FURY 2

THE DETAILS:
Kids, don't try this at home. Seriously, the maneuvers you'll see portrayed in this game would send you face-first into the dirt often enough to redefine the word "exfoliate." Ouch.

HAVE YOU TRIED...
...pre-loading your jumps? Make no mistake about it, this is the key to success in *Offroad Fury 2*. As you're heading up a jump, pull back and push forward quickly on the left analog stick. Time it right and you'll get huge air. The goal here is to land on the downside of a jump; instead of wasting time shaking off the effects of a bone-jarring landing, you'll actually get a bit of a speed boost.

WWE SMACKDOWN! SHUT YOUR MOUTH

THE DETAILS:
You get two choices in terms of match: Single and TLC. You get two choices for wrestler: Brock Lesnar and Triple H. What you do within these parameters is up to you.

HAVE YOU TRIED...
...reversals? The □ button is the Reversal button; try it while your opponent is coming at you for sometimes-amusing results.
...leaving the ring? Head toward the ropes and hit R1; you'll slide outside the ring. Now you can wander around the whole arena. Do it in the TLC match and you can find new weapons to pick up (with R1).
...beating up the ref? It's fun for the whole family.

RAYMAN 3: HOODLUM HAVOC

THE DETAILS:
Although the gameplay in this sequel focuses more on combat than in previous *Raymans* (*Raymen*?), the game's as gorgeous as you'd expect from the series. Here you get segments from two levels.

HAVE YOU TRIED...
...earning a 3500-point combo? That's the little counter that pops up under your score anytime you attack an enemy or pick something up. Here's a hint: Don't try this without a friend nearby.
...earning more than 10,000 points between the two levels? You'll need to rescue all the captives on Dangerous Game and nail all the enemy ships on Special Invaders. See how close you can get.

ZAPPER

THE DETAILS:
Since the game is basically *Frogger*, it's strangely addictive in spite of its kiddie look, sometimes-irritating controls, and the loose rhyme of its catch phrase. Wicked Cricket?

HAVE YOU TRIED...
...finding both secret areas in the Overgrown Undergrowth level? One's on the left, one's on the right. They're really not that hard to find if you look.
...freeing 100 fireflies in the Voodoo Choo Choo level? The best idea is to conserve the super-zapper power-up that you get periodically. You can use this to blow up snails, and also to blast open the boxes with the big blue starbursts on them.

RATING PENDING

RP

CONTENT RATED BY ESRB

Visit www.esrb.org or call 1-800-771-3772 for Rating Information.

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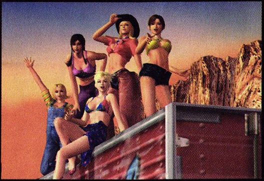
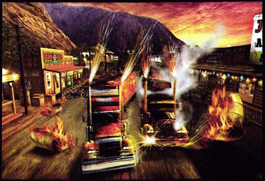
DRIVE IT HARD,
DRIVE IT FAST





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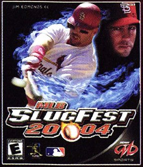
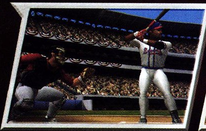
*Based on total sales in 2002 from TRST on the PlayStation®2 computer entertainment system.



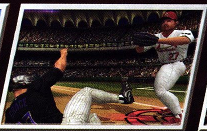
PlayStation 2 · XBOX · NINTENDO GAMECUBE · GAME BOY ADVANCE

MLB SLUGFEST 2004™

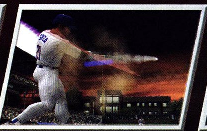
The top-selling exclusive adrenaline-style baseball videogame is back with a ton of new features.



Loads of ALL-NEW features like individual MLB™ player batting stances and pitching deliveries.



Ferocious adrenaline-style play lets you go in spikes high; then, relive it from any angle with the new customizable instant replay.



Pit your favorite MLB™ players in an ALL-NEW Home Run Derby® and square off against the most feared long ball hitters in the league.

More than 1,500 dazzling animations offer flawless running, fielding, hitting and pitching action.

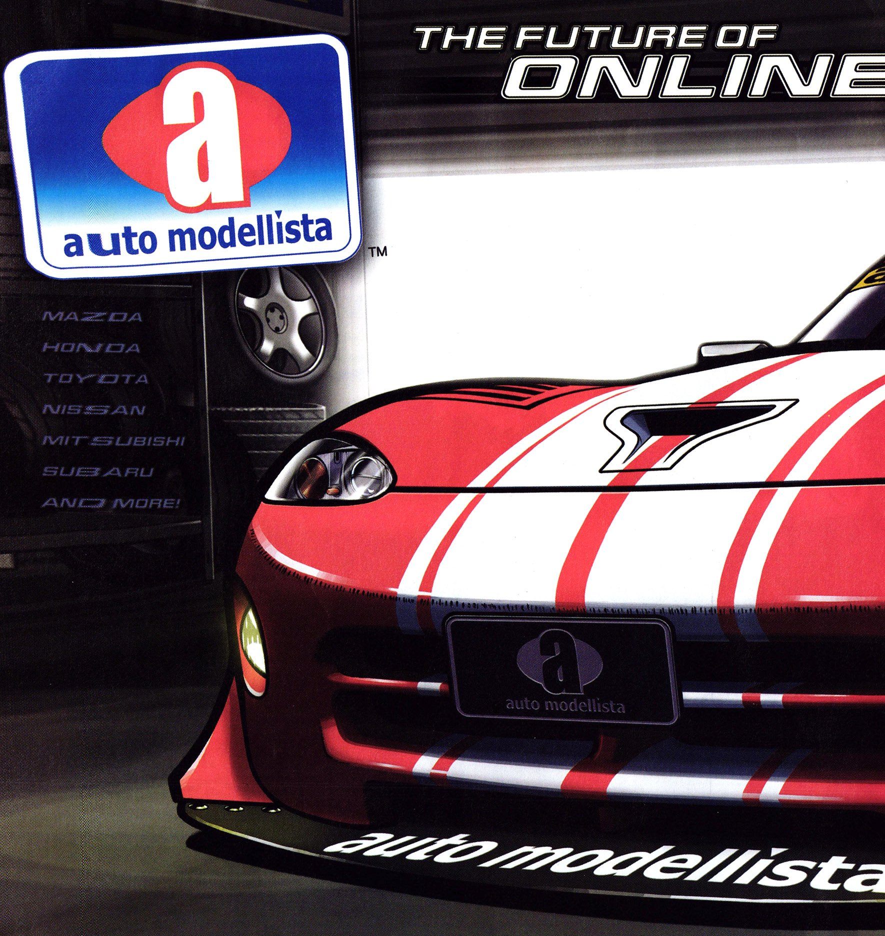
EVERYONE
E
CONTENT RATED BY
ESRB

Comic Mischief
Violence

PLAYERS CHOICE

Game preview at www.midwaysports.net

MIDWAY SPORTS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Take it to the street and experience the rush of the first cell-shaded online racer for the PlayStation®2 computer entertainment system. Build the ultimate dream car and go head-to-head against eight online players in your tricked-out, world-class ride. Feel the pulse of the street as you add sonic screen effects and digital music to your own instant replay footage. Racing fans get set and **Go! Auto Modellista.**

EVERYONE
E
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E3 2002 GAMESPOT EDITORS CHOICE WINNER
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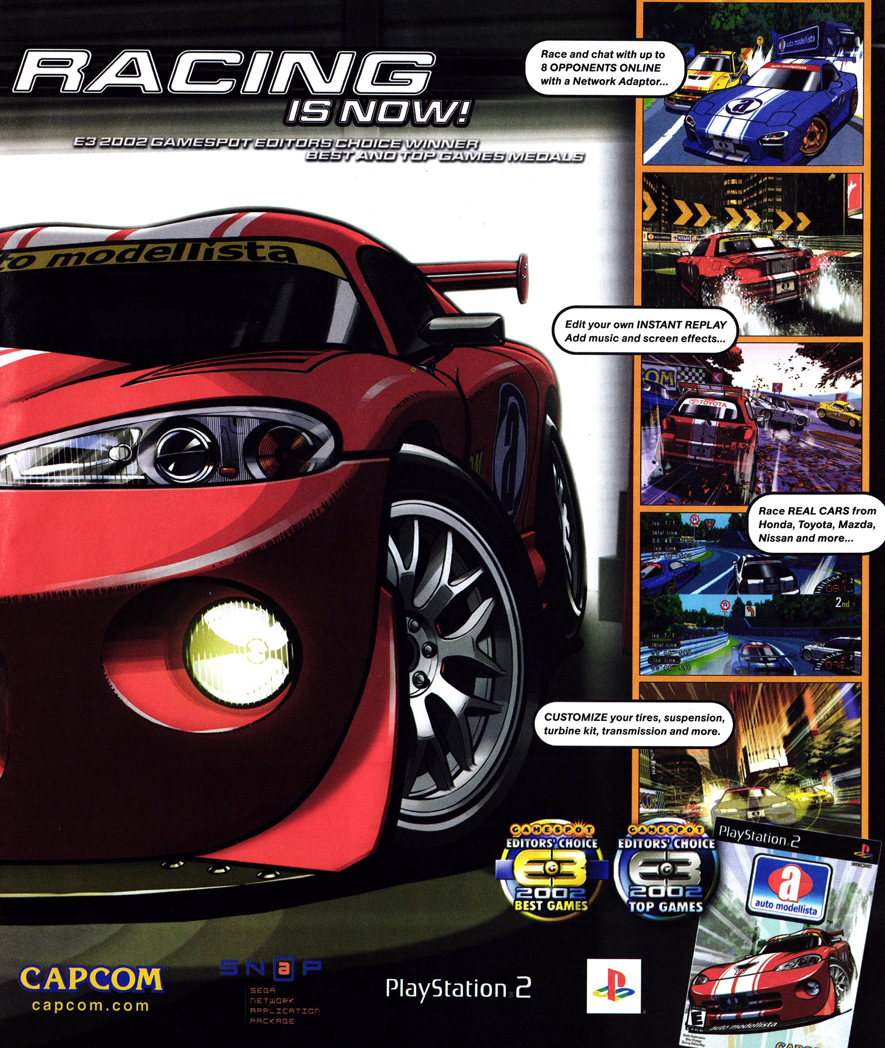
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PlayStation 2

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INPUT

One phat letters section.

53 Number of spam letters in the *OPM* inbox this month addressing "Jony." A special thanks to whomever put us on that mailing list!

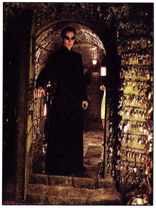
Official U.S. PlayStation Magazine
RPG Crazy 3 for 2003
NBA Street vol. 2
Method Man talks up Def Jam Vendetta
Driver 3
GTA: Vice City
Dragonball Z
The Sims
1273 Ratings

Gamers are reacting to *Def Jam: Vendetta*. "Def Jam is my prozac!" claims Anthony Lynn. "*Vendetta* will be the biggest wrestling game out in a long time." Brant Shepherd likes it for different reasons: "I can't stand any Def Jam 'artist,' but I love Aki's wrestling engine," he says. "And better yet, I get to beat up Redman as often as I like."

The Matrix...Spoiled?

In your preview for the new *Matrix* game [in issue 65], you posted a quick overview of *The Matrix Reloaded*'s plot. I, like many others, I assume, was avoiding any info on the plot to ensure a clean, exciting experience when I actually went to see it. I read the synopsis thinking it was for the game. Imagine my despair when I found it was for the movie. It led me to wonder why you guys are putting movie spoilers in a videogame mag. It's bad enough when game magazines ruin the plot of games. But movies? Why?

Nicodemus Vascotia
neodemus3159@hotmail.com



As you'll read in Spin, the plot of the game (which you read *a lot more* about in said preview and don't have any "spoiler" complaints about). Besides, the movie "spoiler" you refer to was a very *basic* outline of the movie's premise and gave nothing away. It was two short sentences prefaced by a headline reading "Reloaded: The Plot!". What did you expect to read? The Super Bowl commercial revealed significantly more. But while we're at it, let's spoil a few other upcoming movies for you: In *X2*, the X-Men return to protect a world that fears and hates them; in *The Hulk*, Dr. Bruce Banner turns into a huge green monstrosity when he gets angry; and the year ends with *The Lord of the Rings: The Return of the King*, where Frodo and Sam enter Mordor on a quest to destroy the One Ring. You don't even need to see them now!

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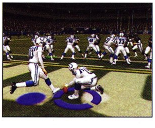
415.5478777

Maddening Glitch

I was recently playing *Madden NFL 2003*, in my first preseason game in my second season. With the Chargers against the Colts, I drove down the field and had a 4th and goal on the Colts' 1 yard-line. I went for it and scored, but there was a defensive facemask on the play. The referee announced it, which brought up the play selection screen for the extra point—but it put me on defense, and instead of me lining up to kick, it's the Colts going for 99-plus-yard field goal attempt. They missed and had to kick it off to me, but I only got six points. What the heck is with that? Is it a glitch in the game?

Chris Borbe
San Diego, CA



You know *Madden*—always instituting the latest rules into its new versions just as it should. OK, so maybe there isn't a "we facemask you, we get to kick an impossible field goal" rule on the books yet, but we're sure there will be. It only makes sense, right?... Or maybe it's just a glitch.

Gaming and Politics

It's happened. The news struck me like a car driven by Vercetti himself: Senator Joseph Lieberman, enemy to gamers around the country, is running for president in 2004. Will this mean an end to all of our *Grand Theft Autos*, *Getaways*, and *BMX XXXs*? OK, so that last one won't be missed. But really, if our country elects him as our new president, will he put more pressure on the ESRB? We all know he has been against violent videogames since he heard about *Quake III*, and will he use his power as the president to stop games like this? Sure, the president may have more important things to worry about, but we mustn't rule out the thought. Gamers, you know your duty come November 2004. Vote. And vote against Lieberman!

Agent191488@aol.com

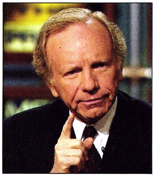


Photo by Getty Images

Let's not be so hasty—Lieberman may not even win the Democratic nomination. If he does, though, we shouldn't let our views on gaming be the one and only deciding factor in who we vote for—there actually *are* more important issues in the world. And realistically, it's unlikely much would change. Politicians have bitched about language and violence in movies and music, and you don't see that gone forever. We expect the biggest thing relating to games to emerge from a Lieberman presidency would be a stricter enforcement of ESRB ratings. And really, that's not such a bad thing.

GAMERS ARE TALKING ABOUT

From message boards to printed page

GAMERS MAY CRY

After the release of *Devil May Cry 2* in late January, our message boards at playstationmagazine.com were flooded with gamer reaction. Whether gamers voiced their disappointment (as we did in last month's review) or lauded the game with praise (they're entitled to their opinion...but that doesn't mean we can't make fun of them for it), it seems everyone had something to say—which is why we're dedicating this entire column to such comments.

The no-nonsense **irishmalt**, who owns the original but has yet to get around to playing it, sums up her *DMC2* disappointment like this: "Put quickly: Too short. Too easy. Horrible camera. Non-existent story. Lucia's story only had one entirely fresh section. BUT...somehow, I still had a lot of fun playing. I'll tell you one thing, though: Capcom is lucky I already bought the original—after renting *DMC2* this weekend, I don't know if I would have."

"This game is great on its own," says the very forgiving **MattLayden**. "It just doesn't live up to the hype or the original."

"It took me four hours, and man it was way too easy," **The_Godfather12** contributes, likely from a small room at the back of his shady restaurant in Little Italy. "I have no desire to replay it. Luckily, Wal-Mart was sold out of *DMC2*, so I got my money back."

"Put quickly: Too Short. Too easy. Horrible camera."

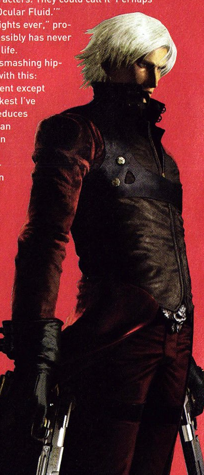
"It wasn't that bad," insists **Gamer_King**, whose views would likely squash any re-election hopes were the land of Gamer a democracy. "It isn't as good as the first, but it is still really cool."

Dante_Sparda, whose name alone makes him an authority on the subject, says: "It's an insult to the good name of *Devil May Cry*. They should have made it a completely different game, like not including any of the *DMC* characters. They could call it 'Perhaps Satanic Being Shall Secrete Ocular Fluid.'"

"*DMC2* has the best boss fights ever," proclaims **oilerfan**, who quite possibly has never played any other game in his life.

Hippie_smasher stopped smashing hippies long enough to jump in with this: "Everything in *DMC2* is excellent except the plot. The story is the weakest I've ever seen in a game, and it reduces *DMC2* to a hack-n-slash with an occasional puzzle level thrown in." There are puzzles?

No one voiced more disappointment with the game than that crazy Canuck, **JustinCredible1**: "All right, everyone reading this. If you want the same experience and don't want to pay the price of a new PS2 game, pick up *One* on PS1. It's only $7.99, and I think it's a much better-put-together game than *DMC2*.... *DMC2* was about as hard as standing up, and about as fun as being kicked in the testicles." Ouch.



INPUT

You ask, we answer (possibly by making fun of you).

DID YOU KNOW?

Originally, Blink-182 was just "Blink," but an Irish techno band already had that name. "We just pulled [the '182'] out of our ass," says bassist/singer Mark Hoppus.

FIFA? Who Needs It?

FIFA is going down! We need a little more coverage of the best soccer series ever, coming to PS2 this March. *Winning Eleven* is the most beautiful, realistic, and responsive soccer game available. Please show it more respect than a little preview blurb.

Marc
ViperMansa@aol.com

After playing it ourselves, we know what you're talking about! How's a 5-star review for respect? Check out page 100.

Ko-wee! Ko-wee!

So I just read in Clish's article that Koei is gonna quit doing the Asian history thing, and I am quite upset about it. I have come to know and love all those characters with the unpronounceable names. How could Koei do it? I think I may have to take action against them.

Ben Hazelton
deathballincarnate@lycos.com

Cool your jets, Benny. Clish was a little extreme by saying that Koei is "turning their backs" on Asian history—we don't expect the company to totally abandon it, only to cut back in favor of expanding its historical scope to other parts of the world. Wouldn't you love playing a *Dynasty Warriors* game with pyramids and sphinxes in the background? Us, too.

Namco Must Hate PS2

I recently read the article on the extra *Soul Calibur II* characters, and we PS2 owners are getting screwed! It's not like I haven't played as Heihachi in five other games. He doesn't even have any weapons. I'm now going to have to track down a GameCube and an Xbox to play some real "extra" characters, and this kills me. Shame on you, Namco.

Paul Lingard
pklingard@myexcel.com

You're not the only one to voice such disappointment, Paul. There's hope, though: We hear there are even more secret characters yet to be announced. We shall see.

Born to Stink

I'm a gamer...at least I like to look at myself that way. I've never been top-notch at many videogames, and most of the time I'm too scared to even go so far as to buy a game if it doesn't have codes, simply because I know I'll probably never beat it...or even the first level to be more specific. Maybe I'm just lazy? Maybe I don't try hard enough?

But...I like to think that I was born to stink. Sure, everyone's got a talent—this could be mine! Just think about it. I've discovered that being bad at almost all videogames known to man isn't really all that bad! I've used my incredible talent to...well, help me to cheat. This goes back to the whole code thing. If a game's got a walkthrough, I'll find it without trouble. A cheat code or two? No problemo! The truth is, when I use my little God-given talent, I find myself to be quite a gamer. Or maybe I should say quite a cheater? But one way or the other, I'm finally getting somewhere!

Chris Spencer
Spenzer8@aol.com

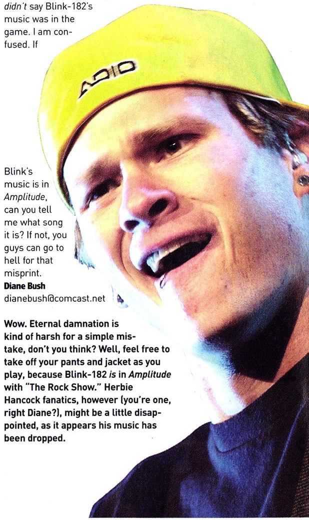
At least you know your place in enjoying your games, Chris. Just don't apply for a job here anytime soon, OK?

Dammit!

I was reading issue 66 when I saw your preview for *Amplitude*, Sony's follow-up to *Frequency*. I was so happy to see that my favorite band, Blink-182, has its music in the game. I wanted to see more information, so I went onto the Internet and found some information on the game. But everything I saw *didn't* say Blink-182's music was in the game. I am confused. If Blink's music is in *Amplitude*, can you tell me what song it is? If not, you guys can go to hell for that misprint.

Diane Bush
dianebush@comcast.net

Wow. Eternal damnation is kind of harsh for a simple mistake, don't you think? Well, feel free to take off your pants and jacket as you play, because Blink-182 *is* in *Amplitude* with "The Rock Show." Herbie Hancock fanatics, however (you're one, right Diane?), might be a little disappointed, as it appears his music has been dropped.



Blink-182 photo by www.wireimage.com

QUICK HITS

PLAY TIME

On page 47 of the March issue, was it just coincidence that you had Playmates and the PlayStation Online ad that says, "No one will mind if you play naked" on the same page?

Lance Verdin Basay
basay316@charter.net

As much as we'd like to take credit for that, you can chalk that one up to coincidence—which kinda makes it even funnier.

FULFILLING YOUR FANTASY

I was wondering if you could add a little section for *Final Fantasy VII* in the next OPM.

Jaime Mushung
sephiroth_cloud_zack@hotmail.com

Sure we can, Jaime. This small enough for you?

ASK US ANYTHING!

And we do mean *anything*

THE ULTIMATE KINGDOM HEARTS

Q. I was searching import sites and I stumbled across *Kingdom Hearts*...but it was called *Kingdom Hearts: Final Mix*. I was wondering if you could help me out and tell me what was added to this "mix"? They made it sound like it was a *Dance Dance Revolution* game or something.

Jay Byrdda
JayByrddaThird@aol.com

A. Nah. You know how the U.S. version featured a few things not in the original Japanese release, like a fight with Sephiroth? Well, *Final Mix* features everything we had in our version (including American voiceovers), plus lots, lots more, like a Sephiroth versus Cloud battle!

BLY ME!

Q. I saw in your review of *The Getaway* that your editor-in-chief, John Davison, is from England. Does he have a cool accent? Does he walk around saying things like, "Shoin yer shoes, guvnuh?"

Josh Compton
crabby1123@yahoo.com

A. Yes, he does have a cool English accent. But since he's the boss, "shoin me shoes now, you bloody wankas" is more accurate.

GREATEST HITS

Q. How or when do PS2 games become Greatest Hits? You see, I bought *NBA Street* when it first came out for $50, and now it's $20.

NeopianPhilly@aol.com

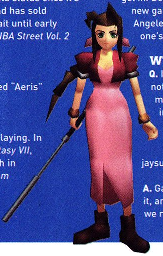
A. A game is ready for Greatest Hits status once it's been available for nine months and has sold 400,000 units. So you'll have to wait until early 2004 before you can hope to see *NBA Street Vol. 2* at 20 bucks.

AERIS OR AERITH?

Q. Is that *Final Fantasy* chick named "Aeris" or "Aerith"?

Sk8erchris3322@cs.com

A. Depends on the game you're playing. In the American-released *Final Fantasy VII*, her name was Aeris; it was Aerith in the Japanese version. For *Kingdom Hearts*, Square decided to resurrect the Japanese Aerith—so Aeris is *still* dead to U.S. *FFVII* fans. Ha ha!



NO, YOU CAN'T GO TO E3

Q. I have been debating with my stubborn guy friends about E3 and if there is any way that a non-press affiliated gamer could possibly attend it this year or in the future. Can you set the record straight?

Melissa
Pacy182@aol.com

A. You have to be in the industry (press, sales, etc.) to get in. Don't be too bummed, though. There's a brand new gaming convention coming this August to Los Angeles called the Ultimate Gamers Expo, and everyone's invited. Check it out at www.ugexpo.com.

WTF?

Q. I think everyone knows what the "F" word is. I noticed in the demo for *The Getaway* they used it maybe five or six times. I was surprised to see it in a PS2 game while not even hearing it in *Vice City*. Is *The Getaway* the first game to use the "F" word in a videogame?

Jason Colantuoni
jaysun_13@yahoo.com

A. Games like *BloodRayne* and *BMX XXX* have used it, and we're sure more exist. We'd list them, but we really don't give a f—.

PRIMAL
MATURE
M
CONTENT RATED BY ESRB
Blood
Violence
PlayStation 2
LIVE IN YOUR WORLD.
PLAY IN OURS.

CIVILIZATION IS ONLY SKIN DEEP.™

The battle to save the outside world starts within. As Jen Tate, a conflicted and unsuspecting hero, you'll assume a host of savage yet intelligent demon forms in order to save four distant realms – from decaying kingdoms submerged in poisoned waters to bleak netherworlds shrouded in eternal winter. You'll engage legions of enemies. Meet and, at times, be incarnated as Scree, an ancient and powerful ally. And ultimately face your own shocking secret. Inside and out, there is no sanctuary.

www.playstation.com

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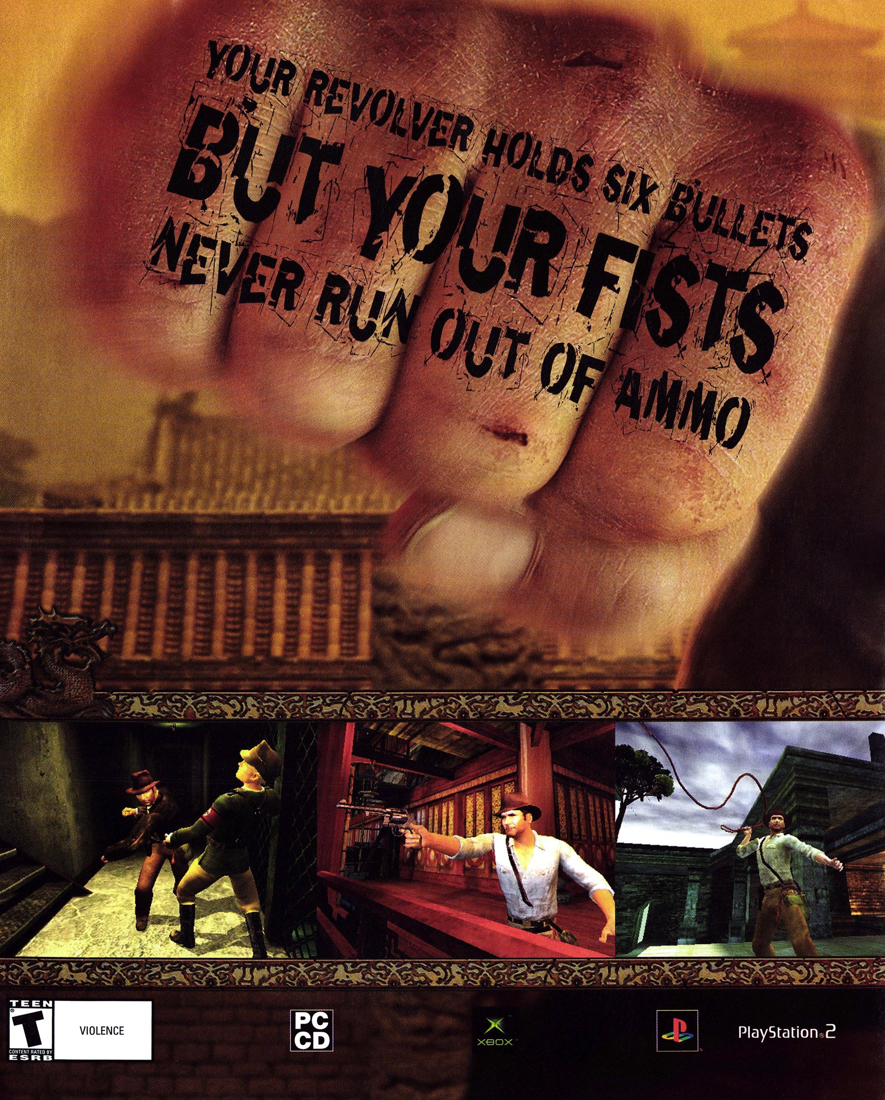
YOUR REVOLVER HOLDS SIX BULLETS
BUT YOUR FISTS
NEVER RUN OUT OF AMMO
TEEN
T
CONTENT RATED BY
ESRB
VIOLENCE
PC
CD
XBOX
PlayStation 2

龍心 獵人

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Official Indiana Jones website
www.indianajones.com

LUCAS Arts

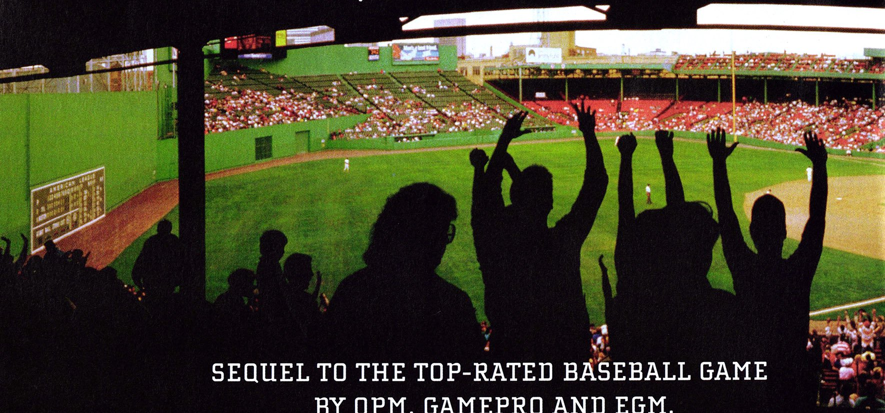
A true fan

Knows the organist and the mascot's real identity.

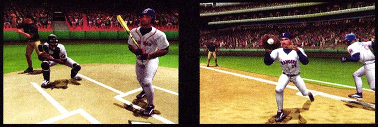
Would play for free.

Has never caught a ball, but always brings a mitt.

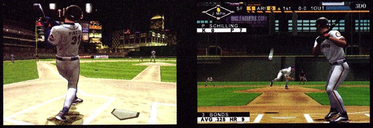
Understands the infield fly rule.



SEQUEL TO THE TOP-RATED BASEBALL GAME BY OPM, GAMEPRO AND EGM.



Screenshots from Xbox™ video game system



Screenshots from PlayStation® 2 computer entertainment system

EVERYONE
E
CONTENT RATED BY ESRB
Visit www.esrb.org or call 1-800-771-3772 for Rating Information.

GAME BOY ADVANCE

PlayStation 2

XBOX

NINTENDO GAMECUBE

PC CD ROM

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Can spot a change-up a mile away.

Will hug a stranger over a sac fly.

Can name the farm teams. Double-A, too. Heck, Single-A.

Can find the shortest hot dog line.

Only plays **HIGH HEAT™**

"This is the only next-generation title that realistically re-creates every facet of the game."

– EGM (March 2002)

"Console baseball's first grand slam."

– OPM (March 2002)

- New graphics include all new, motion-captured animations
- New Career and Franchise modes include full Minor Leagues™ system (AAA, AA, A) and unlimited seasons
- Two On Two Showdown™ mode for the ultimate quick game fun
- Improved award-winning controls, A.I., and baseball realism
- Curt Schilling consulted to create 27 individual pitch types

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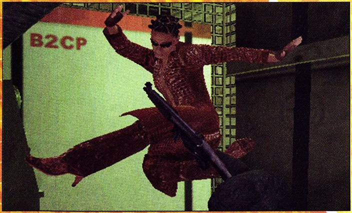
Major League Baseball
2004
PC CD ROM
3DO

REAL. BASEBALL.

www.highheat.com

SPIN

News, views, opinion, wit, and wisdom.



ENTER

INSIDE SPIN

Your guide to everything PlayStation

34 **Day Planner** What to buy, do, and celebrate—our monthly calendar has it all.

38 **Readers' Choice** The very best games of 2002, all picked by you.

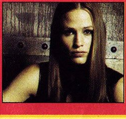
46 **The Insider** What to do when you finally play the game you're making? Start all over.

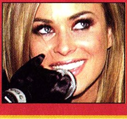
48 **Zoe's World** The lovely Ms. Flower wonders where all the humor went in videogames.

50 **Only in Japan** *Let's Play With Dogs*. It's a game. The name should say it all.

51 **Clish MacLaver** *OPM*'s hot Scot dishes up all the latest videogame gossip.

52 **Media Blowout** Three pages of CD and DVD reviews. Your PS2 plays more than just games.


47
SIZZLING!
Acclaim nabs Alias
Spy babe comes to PS2

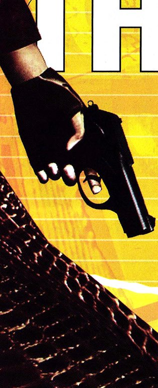

48
FIGHT!
An oddball lineup revealed
For *Celebrity Deathmatch*

50
ZOWIE!
Five cool things about
ZOE: The 2nd Runner

MATRIX RELOADED
5/15/03
It hurts more when you punch someone in slow motion.

THE SUMMER

Your guide to the biggest summer movie-game combos of 2003



FILM THE MATRIX RELOADED

RELEASE DATE May 15
WHO'S IN IT? Keanu Reeves, Jada Pinkett Smith, Laurence Fishburne
WHY YOU SHOULD CARE It's the first of two *Matrix* sequels due out this year. If you've never seen *The Matrix*, you probably haven't played a videogame, either.

GAME ENTER THE MATRIX

RELEASE DATE May 15
WHO'S MAKING IT? Atari
WHY YOU SHOULD CARE Along with *The Animatrix* (a series of nine animated shorts, as seen at theanimatrix.com), *Enter the Matrix* features a unique story that occurs concurrently with *Reloaded*. *Matrix* creators the Wachowski brothers—both avid gamers—took it upon themselves to write the game's script. And at an estimated $20 million, *Enter* is easily one of the most expensive games ever produced.

HOW ARE THEY CONNECTED?
Here's how the movie's producer, Joel Silver, puts it: "[The Wachowskis] were very passionate about the videogame—they felt there was a lot they could do with the story. So, they decided to write it to actually connect between [an episode of *The Animatrix* called "The Last Flight of the Osiris"] to where the movie begins. They shot scenes [unique to the game] that intersect between the movie and videogame—there's over an hour of footage. If people just wanna see the movie, they'll love the movie, but if they really watch *The Animatrix* and they play the game, it'll enhance the experience."

FILM THE HULK

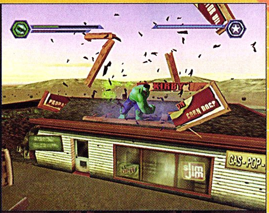
RELEASE DATE June 20
WHO'S IN IT? Eric Bana, Jennifer Connelly, Sam Elliott
WHY YOU SHOULD CARE After 41 years as a comic-book character with the occasional cartoon or live-action series on the side, the Incredible Hulk is finally getting his big-screen due this June. Ang Lee, of *Crouching Tiger, Hidden Dragon* fame, directs the story of a scientist with serious anger management problems.

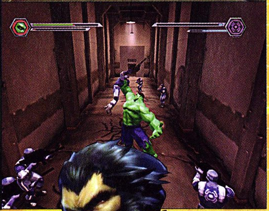
GAME THE HULK

RELEASE DATE June
WHO'S MAKING IT? Black Label
WHY YOU SHOULD CARE The game allows you to play both as

WHAT IS THE ANIMATRIX?
If you haven't seen the trailer yet, head over to www.theanimatrix.com. Now.

THE HULK
6/20/03
Tell your mom this is what happens when you eat your vegetables.





Dr. Bruce Banner in stealth missions and as the big green guy the rest of the time. Hulk villains such as Flux, Rampage, and Half-Life offer opposition. Bana voices Banner, and there may be other voiceovers authentic to the film.

HOW ARE THEY CONNECTED? The game takes place in the movie's universe one year later, and Banner's alter ego is the only one who can take down the nefarious Leader. Some of the settings and situations should ring familiar to those who have seen the film.

FILM X2: X-MEN UNITED

RELEASE DATE May 2
WHO'S IN IT? Hugh Jackman, Patrick Stewart, Ian McKellen
WHY YOU SHOULD CARE It's the second *X-Men* movie! *X2* promises to reveal secrets of Wolverine's mysterious past, as well as debut popular mutants like Nightcrawler. With the exception of Ray Park (Toad) and Tyler Mane (Sabretooth), all of the last movie's major players return.

GAME X2: WOLVERINE'S REVENGE

RELEASE DATE May 15
WHO'S MAKING IT? Activision
WHY YOU SHOULD CARE This is the first console *X-Men* game since 1995 that's not a fighter, and it stars the most badass of all mutants in a quest to save his own life. Mark Hamill (*Star Wars*, duh) might not seem like a logical choice to voice Wolverine, but he pulls off the character nicely, with the occasional visit from Patrick Stewart's Professor X and other popular X-Men.

HOW ARE THEY CONNECTED? Although Activision originally planned for *Revenge* to connect squarely with the comics, it couldn't pass up the benefits of a movie tie-in. Characters like Wolvie and Lady Deathstrike now wear costumes like those in the film, and the game expands upon Logan's movie-described origins.

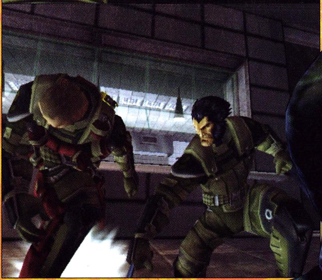
FILM CHARLIE'S ANGELS: FULL THROTTLE

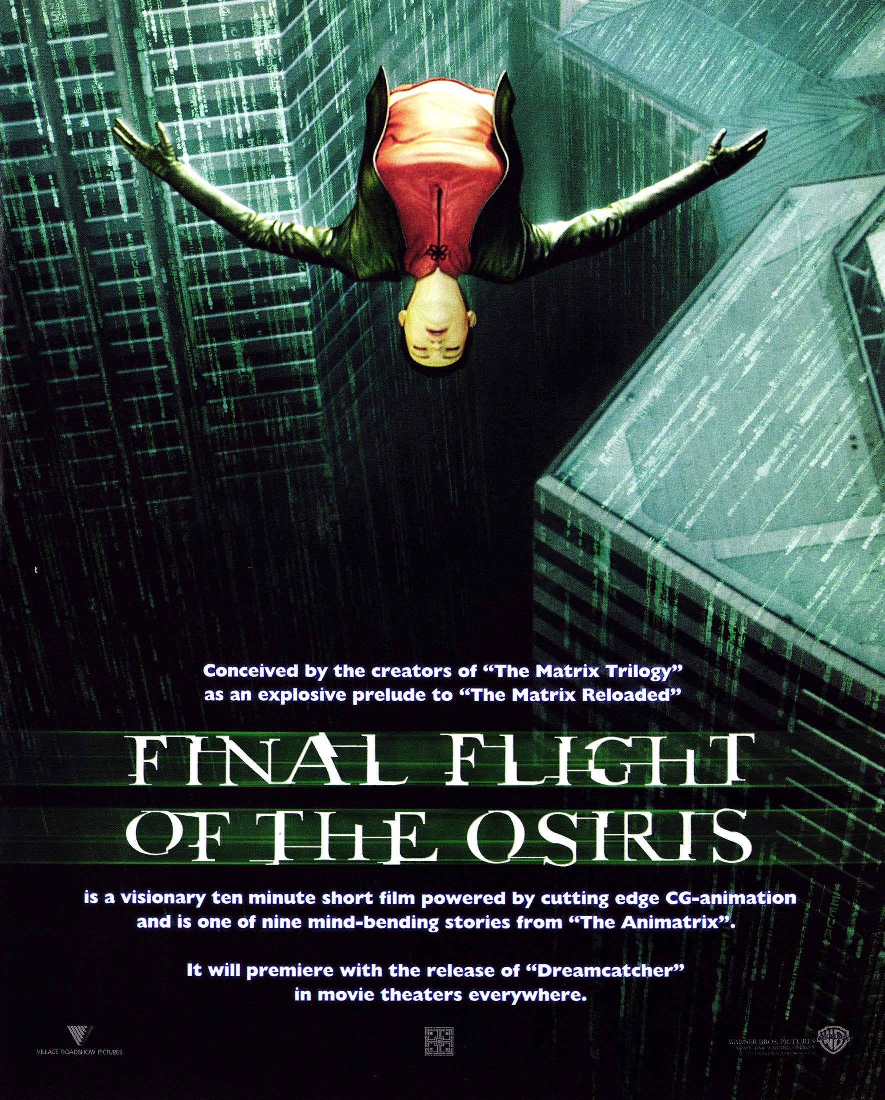
RELEASE DATE June 27
WHO'S IN IT? Cameron Diaz, Drew Barrymore, Lucy Liu, Bernie Mac
WHY YOU SHOULD CARE There's a hot car-wash scene. That's all you really need to know.

GAME CHARLIE'S ANGELS: FULL THROTTLE

RELEASE DATE June
WHO'S MAKING IT? Ubi Soft
WHY YOU SHOULD CARE You take control of the Angels and kick ass in this beat-em-up with a camera that zooms in and delivers a perspective similar to fighting games like *Tekken*. The coolest part? You'll be able to switch between the Angels on the fly to use their individual talents.

X2
5/2/03
Wolverine proves once and for all why he's your favorite X-Man.





Conceived by the creators of "The Matrix Trilogy"
as an explosive prelude to "The Matrix Reloaded"

FINAL FLIGHT OF THE OSIRIS

is a visionary ten minute short film powered by cutting edge CG-animation
and is one of nine mind-bending stories from "The Animatrix".

It will premiere with the release of "Dreamcatcher"
in movie theaters everywhere.

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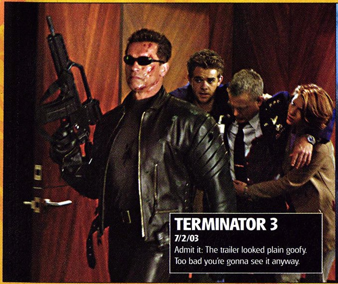
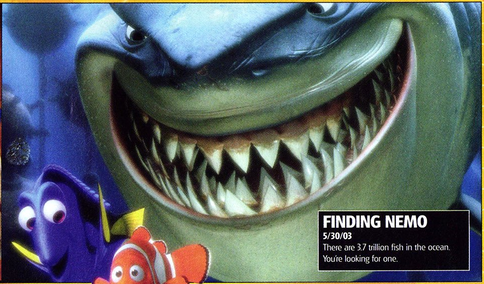
MORE SUMMER MOVIE-GAMES
Coming in 2003 are *Bulletproof Monk* and *Bad Boys II* from Empire, and *The Fast and The Furious 2* from Universal.



TERMINATOR 3
7/2/03
Admit it: The trailer looked plain goofy. Too bad you're gonna see it anyway.



FINDING NEMO
5/30/03
There are 3.7 trillion fish in the ocean. You're looking for one.

HOW ARE THEY CONNECTED? Although the game doesn't follow the movie's story line ("We decided to create a fresh, new scenario that matches perfectly to the gameplay of three girls kicking ass," says Producer Valerie Beaufils), there are lots of consistencies. For example, the bullet-time effect prevalent in the movie also appears in the game. Plus, plenty of care was taken to make the polygonal models as close to the real thing as possible. "The Angels appear in the game just as they do in the movie," Beaufils adds. "That is to say, hot and sexy!"

FILM TOMB RAIDER: THE CRADLE OF LIFE

RELEASE DATE July 25
WHO'S IN IT? Angelina Jolie
WHY YOU SHOULD CARE This time around, Lady Croft is on an adventure to obtain the mythical Pandora's Box before an evil villain named Riess uses it as a doomsday weapon. And she does all this in some nifty new skin-tight outfits!

GAME TOMB RAIDER: THE ANGEL OF DARKNESS

RELEASE DATE May 15 (maybe...)
WHO'S MAKING IT? Eidos
WHY YOU SHOULD CARE The game was delayed YET AGAIN. But that's reason to care—Eidos is working hard to make sure it's just right.

HOW ARE THEY CONNECTED? They're not at all—aside from the whole darker themes thing.

FILM FINDING NEMO

RELEASE DATE May 30
WHO'S IN IT? Albert Brooks, Willem Dafoe, Ellen DeGeneres
WHY YOU SHOULD CARE Hmm, let's see. Disney plus Pixar equals what again? Oh yeah: pure freakin' comedic genius. And it's got all kinds of fish in it.

GAME FINDING NEMO

RELEASE DATE May 5
WHO'S MAKING IT? THQ
WHY YOU SHOULD CARE Well, it's a kid-oriented game, so chances are, you won't. However, it's interesting that this is the first time a single game company has done all versions of a game based on a Disney movie, for all platforms, throughout the world.

HOW ARE THEY CONNECTED? The game follows the story of the movie exactly, and even includes voices from some of the movie's actors. Alexander Gould reprises his role as Nemo, and Willem Dafoe and Ellen DeGeneres are tentatively in as well. And, of course, the game includes those obligatory film clips.

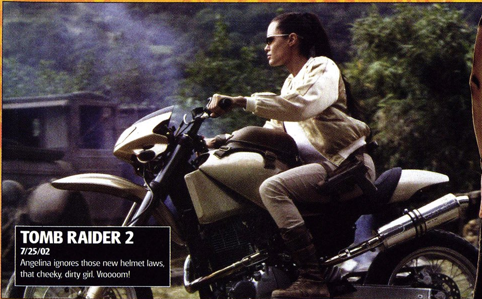
FILM TERMINATOR 3: RISE OF THE MACHINES

RELEASE DATE July 2
WHO'S IN IT? Arnold Schwarzenegger, Claire Danes, Nick Stahl
WHY YOU SHOULD CARE Maybe you shouldn't, considering James Cameron isn't involved and the trailer looks pretty silly. But if you are, here's the scoop: It's been 10 years since the events of the second film. Sarah Conner is dead and John Connor is living in the streets as a hacker. A new female Terminator has been sent back to kill him, the Terminator X (T-X). She's got the power of all machines and is pretty badass.

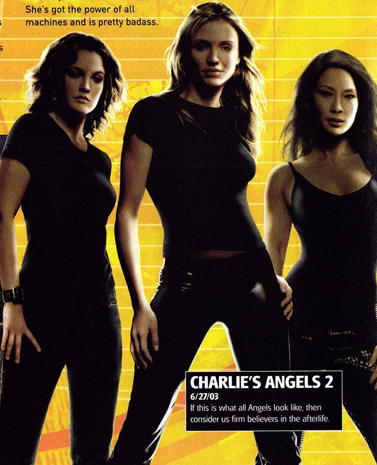
GAME TERMINATOR 3: RISE OF THE MACHINES

RELEASE DATE July
WHO'S MAKING IT? Atari
WHY YOU SHOULD CARE Unlike the last *Terminator* game, this one is based directly on the movie. So, expect lots of fruity Arnold expressions.

HOW ARE THEY CONNECTED? The game's plot generally follows that of the movie. Basically, you'll be kicking a lot of T-X ass.



TOMB RAIDER 2
7/25/02
Angelina ignores those new helmet laws, that cheeky, dirty girl. Vroooom!



CHARLIE'S ANGELS 2
6/27/03
If this is what all Angels look like, then consider us firm believers in the afterlife.

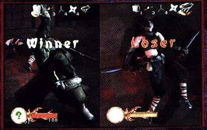
YOU ONLY GET ONE CHANCE
TO MAKE A LAST IMPRESSION.

TENCHU
WRATH OF HEAVEN™

Live by honor. Kill by stealth.

Earn 9 unlockable new abilities in 26 intense single-player missions.

Play as 1 of 3 characters, relying on stealth and over 30 authentic ninja weapons and tools.



Engage in 2 lethal multiplayer modes: co-op and deathmatch.

MATURE
M
CONTENT RATED BY ESRB
Blood and Gore
Violence

PlayStation 2

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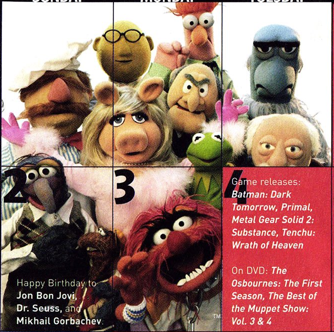
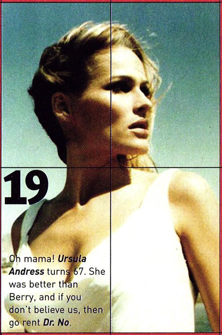
Lyrics for some of your favorite '80s TV shows, including *The Muppet Show, Fat Albert,* and *Speed Racer*!

DATEBOOK

MARCH 2K3

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
						1
2 Happy Birthday to **Jon Bon Jovi, Dr. Seuss,** and **Mikhail Gorbachev**.	3	4 Game releases: ***Batman: Dark Tomorrow, Primal, Metal Gear Solid 2: Substance, Tenchu: Wrath of Heaven*** On DVD: ***The Osbournes: The First Season, The Best of the Muppet Show: Vol. 3 & 4***	5 ***Anger Management*** in theaters, starring Adam Sandler and Jack Nicholson Check **www.gamers.com** for news from the **Game Developers Conference**, which is on all week.	6 **Shaquille O'Neal** born this day in 1972	7	8 **Freddie Prinze, Jr.** is 27 (and hopefully retired)
9 Guess who's 31? Guess who's the same height in inches? **Emmanuel Lewis!**	10	11 Retro gaming returns with ***Dragon's Lair 3D***. Plus: ***My Street, WWE: Crush Hour, World Series Baseball 2K3, World Soccer Winning Eleven 6, ZOE: The 2nd Runner, MVP Baseball 2003***			14 ***Williard*** squeaks into theaters, a love story about a boy and his rats...lots of rats Celebrate **Michael Caine's** birthday by renting the original ***Get Carter*** or playing ***The Italian Job***.	15 E-mail the *Official U.S. PlayStation Magazine* and tell us what you think of ***ZOE: The 2nd Runner***. **opm@ziffdavis.com**
16 On this day in 1949, the world gave birth to **Erik Estrada**. Now only if someone would make a ***CHiPS*** game, our world would be complete. Or not.	17 **St. Patrick's Day** **Shemp Howard** opened his eyes for the first time in 1895. Then repeatedly had fingers stuck in them. Pick up **The Muppets Swedish Chef Kitchen** action figure today. Börk! Börk!	18 Released: ***MLB SlugFest 20-04, Midnight Club II, Evil Dead: A Fistful of Boomstick, Clock Tower 3, Def Jam: Vendetta, MLB 2004.*** On DVD, check out the ultra creepy ***The Ring*** and the ultra boring ***Red Dragon***.	19 Oh mama! ***Ursula Andress*** turns 67. She was better than Berry, and if you don't believe us, then go rent ***Dr. No***.	20	21 Today, turn off whatever crap you have in your CD player and go baroque: **Johann Sebastian Bach**, born in 1685	22 America's newest sweetheart, **Reese Witherspoon**, turns 27.
23 March 23, 1910: Happy Birthday to ***Akira Kurosawa***. Rent any of these NOW: ***Seven Samurai, Rashomon, Ran, Yojimbo*** or ***Sanjuro***. 30	24 **Colin Farrell** turns 27 and still looks dumb with a bullseye carved into his forehead. 31	25 Games released: ***Amplitude, Return to Castle Wolfenstein: Operation Resurrection, Dynasty Warriors 4, Auto Modellista, Rayman 3: Hoodlum Havoc, Tom Clancy's Splinter Cell***	26	27 Born today in 1970: **Mariah Carey**. She's not really glittery anymore. In 1963: **Quentin Tarantino** was born. We can't wait for ***Kill Bill*** in October, or the game next year.	28 The Earth gets an overhaul when ***The Core*** drills the big screen. It's probably going to suck worse than *Armageddon*, though. **Julia Stiles** is 22. She's hot.	29

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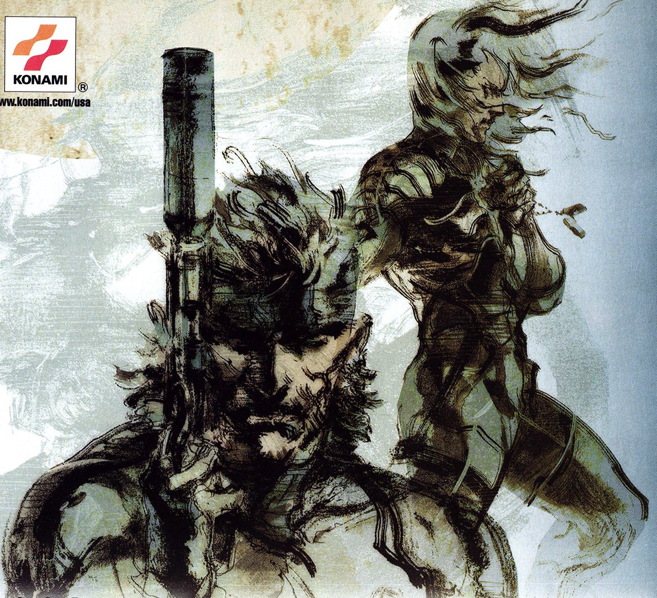

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METAL GEAR SOLID® 2

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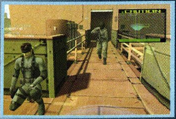

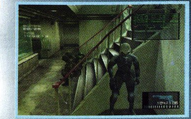

MATURE
M
CONTENT RATED BY ESRB

Blood and Gore
Violence
Partial Nudity

PC CD ROM

PlayStation®2

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"Game of the year."

Gamespy.com ~ **Xbox Game of the Year**

PlayStation®2
COMPUTER ENTERTAINMENT SYSTEM SCREENS SHOWN

"The best Xbox game of 2002."

Entertainment Weekly ~ **A-score**

PlayStation®2
COMPUTER ENTERTAINMENT SYSTEM SCREENS SHOWN

"Don't hesitate to buy this amazing game."

Electronic Gaming Monthly ~ Editor's Choice **Gold** *Award*

PlayStation®2
COMPUTER ENTERTAINMENT SYSTEM SCREENS SHOWN

"Truly the next generation in stealth combat."

GamePro ~ **5/5**

PlayStation®2
COMPUTER ENTERTAINMENT SYSTEM SCREENS SHOWN

"9.6 highest score ever."

Official Xbox Magazine ~ Editor's Choice Award

PlayStation®2

PC CD-ROM SOFTWARE

XBOX

TEEN T CONTENT RATED BY ESRB

Blood and Gore
Violence

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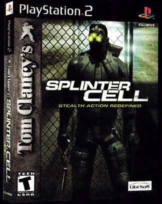
PlayStation 2
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STEALTH ACTION REDEFINED
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Unlike the real world, your vote actually counts.

1 The number of Readers' Choice winners that didn't get a five-star rating.

READERS'

GAME OF THE YEAR RIVALRY
Last year, Square's *Final Fantasy X* barely beat Rockstar's *GTA3*. This year, *Vice City* crushed *Kingdom Hearts*.

PS2 GAME OF THE YEAR

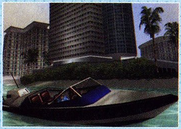
GRAND THEFT AUTO: VICE CITY (50% of your votes)

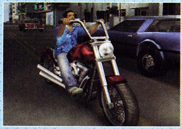
Accepted by Terry Donovan, CEO, Rockstar Games

On behalf of everyone at Rockstar, both in Edinburgh and in New York, I would like to thank the *OPM* readers for the support they showed for *Vice City*. To win the Readers' Choice Award is obviously a huge honor and incredibly gratifying. It was a really tough year for us, but the reaction to the game has made it all worthwhile.

RUNNERS-UP

Kingdom Hearts: 21%
SOCOM: U.S. Navy SEALs: 7%
Ratchet & Clank: 6%
Medal of Honor: Frontline: 3%
Virtua Fighter 4: 3%
Madden NFL 2003: 2%
Sly Cooper and the Thievius Raccoonus: 2%
Rygar: The Legendary Adventure: 1%
Tony Hawk's Pro Skater 4: 1%





CHOICE AWARDS

Your votes are in. The ballots have been counted. The winners have been notified. Now, without further ado, the very best games of 2002—all picked by you.

DID YOU KNOW?
That *Ratchet & Clank* uses the same game engine as *Jak and Daxter*.

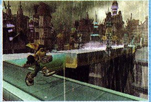
BEST PLATFORM GAME

RATCHET & CLANK (54%)

Accepted by Ted Price, president, Insomniac Games
All of us at Insomniac Games are ecstatic to have received this award! There were a lot of great games in the platform category last year, and to be recognized this way by your readers is a real honor for us. You guys at *OPM* did a fantastic job of showing people what *Ratchet & Clank* is all about, and we really appreciate the accurate coverage. We can't wait to show you and your readers what's next!

RUNNERS-UP

Sly Cooper and the Thievius Raccoonus: 39%
Haven: Call of the King: 2%
Pac-Man World 2: 2%
Ty the Tasmanian Tiger: 1%



BEST EXTREME SPORTS

TONY HAWK'S PRO SKATER 4 (67%)

Accepted by Joel Jewett, president, Neversoft Entertainment
Thanks to the readers of *OPM* from everyone on the Neversoft team. The support we receive from the people who play our games is what keeps us working so hard to make something even better each time around.

Now get your butt outside and try it with some fresh air and some real concrete!

RUNNERS-UP

BMX XXX: 12%
ATV Offroad Fury 2: 11%
Aggressive Inline: 7%
Mat Hoffman's Pro BMX 2: 1%

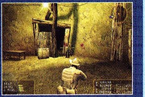
BEST ADVENTURE

GRAND THEFT AUTO: VICE CITY (77%)

Accepted by Terry Donovan, CEO, Rockstar Games
I guess that *Grand Theft Auto* has always been difficult to classify in terms of a genre, but if any genre applied more than any other, it would be that open-ended concept of "adventure." We are really proud of the reaction players have shown to the nonlinear epic saga of *Vice City* in the '80s, and of course, we are very grateful to receive this award.

RUNNERS-UP

Rygar: Legendary Adventure: 8%
Onimusha 2: 7%
Dues Ex: The Conspiracy: 3%
Fatal Frame: 2%



BEST MULTI-PLAYER

SOCOM: U.S. NAVY SEALS (55%)

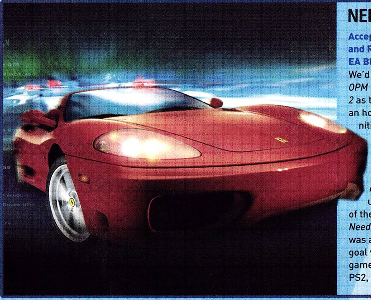
Accepted by Jim Bosler, president, Zipper Interactive
Our goal for *SOCOM* was to allow the player to experience some of the excitement and challenges of being a Navy SEAL. Just as in the SEALs, we were completely dependent on our team to meet the challenge. SCEA and our Sony producer, Seth Luisi, provided critical leadership and support in all phases.

We are particularly thrilled with the favorable response of the online community. To receive the Readers' Choice Award is a real honor. We want to thank our fans and the *OPM* readers for making our goal a reality!

RUNNERS-UP

TimeSplitters 2: 26%
James Bond 007: NightFire: 8%
Twisted Metal: Black Online: 6%
Super Bust-A-Move 2: 2%

BEST RACING GAME



NEED FOR SPEED: HOT PURSUIT 2 (76%)

Accepted by Stefan Wessels and Richard Mul, producers, EA Black Box
We'd like to thank the readers of *OPM* for recognizing *Hot Pursuit 2* as the best racing game. It's an honor to receive such recognition for doing the work we love. The team that built this game was privileged to have joined forces with EA, and we'd like to thank everyone who supported us. Making a sequel to one of the truly great racing games, *Need For Speed III: Hot Pursuit*, was a daunting task, and our goal was to do the legacy of that game justice and bring it to the PS2, where it could truly shine. We look forward to delivering many more top-quality *Need For Speed* games to audiences worthy of only the best!

RUNNERS-UP

Burnout 2: 15%
V-Rally 3: 3%
WRC: World Rally Championship: 3%
F1 2002: 1%

*eckō unltd.
THE GOD FATHER
EU
Jayhawk
72

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Mike Metzger

TIME FOR ONLINE
Bummed that you didn't get to play *TimeSplitters 2* online? *TS3* will let you do just that this fall.

BEST ACTION GAME

TIMESPLITTERS 2 (24%)

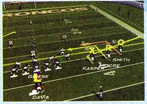
Accepted by David Doak, director, Free Radical
It is a great honor to receive the Best Action Game of 2002 Award from *OPM*. At Free Radical we always wanted to pack as much frenzied and varied action as possible into *TimeSplitters 2*, and it is very pleasing to have our efforts recognized. A readers' award is always special—so a big heartfelt thanks goes out to everyone who voted for us! It's also particularly gratifying to receive this award from the renowned *OPM*—a publication once modestly described by its own editor as "the most fabulous magazine in the universe."

RUNNERS-UP
- ***Lord of the Rings: The Two Towers***: 21%
- ***Shinobi***: 21%
- ***Hitman 2: Silent Assassin***: 16%
- ***Contra: Shattered Soldier***: 15%

BEST SPORTS GAME

MADDEN NFL 2003 (47%)

Accepted by Steven Chiang, executive producer, EA-Tiburon
The team at EA-Tiburon worked extremely hard to design and implement innovative features. While we're especially proud of the new Mini-Camp, online, and Play Editor features, we know it all comes down to gameplay—which makes this award, as decided by the readers, even more special. Thanks to *OPM* and everyone that voted!



RUNNERS-UP
- ***NBA 2K3***: 21%
- ***NHL 2K3***: 15%
- ***FIFA Soccer 2003***: 10%
- ***NCAA College Football 2K3***: 4%

BEST PS1 GAME

THE ITALIAN JOB (41%)

Accepted by Terry Donovan, CEO, Rockstar Games
We are delighted that people enjoyed *The Italian Job*.
We raised a few eyebrows when we announced we were going to release a PS1 game so far into the PS2 cycle, but it just felt like a cool game, and so we did. We would like to thank all the readers who voted for *The Italian Job*. We are really grateful.

RUNNERS-UP
- ***Arc the Lad Collection***: 22%
- ***Tony Hawk's Pro Skater 4***: 16%
- ***Capcom vs. SNK Pro***: 10%
- ***Gundam Battle Assault 2***: 9%

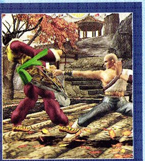
BEST ROLE-PLAYING GAME

KINGDOM HEARTS (78%)

Accepted by Tetsuya Nomura, director, Square
To be honest, I'm a bit surprised that *Kingdom Hearts* is more popular in the States than in Japan. When the title was first announced, many doubted the concept, but our development team was confident it would work and become a very unique and enjoyable game. I believe this award displays the result of the hearts of our development team connecting with our fans and those who believed in the game. I couldn't be happier, and I hope *Kingdom Hearts* becomes a treasure for those who play this game. Thanks to *OPM* and the readers for honoring *Kingdom Hearts* as the best RPG.

Attack
Magic
Items

RUNNERS-UP
- ***Suikoden III***: 13%
- ***Dynasty Tactics***: 3%
- ***Wild Arms 3***: 3%
- ***Grandia Xtreme***: 1%



BEST FIGHTING GAME

VIRTUA FIGHTER 4 (40%)

Accepted by Yu Suzuki, producer, Sega
When I decided to develop *Virtua Fighter 4* for the PS2, it was at a pivotal time in Sega's history, as we transitioned from a hardware company to an independent software publisher. I am profoundly happy and proud to see so many people support Sega and *Virtua Fighter 4*. It's encouragement like this, from the fans, that keeps me motivated and encourages me to keep developing great games in the future. Thank you to *OPM* and all of those who voted for *Virtua Fighter 4*!

RUNNERS-UP
- ***Mortal Kombat: Deadly Alliance***: 19%
- ***Tekken 4***: 17%
- ***War of the Monsters***: 12%
- ***Marvel vs. Capcom 2***: 9%

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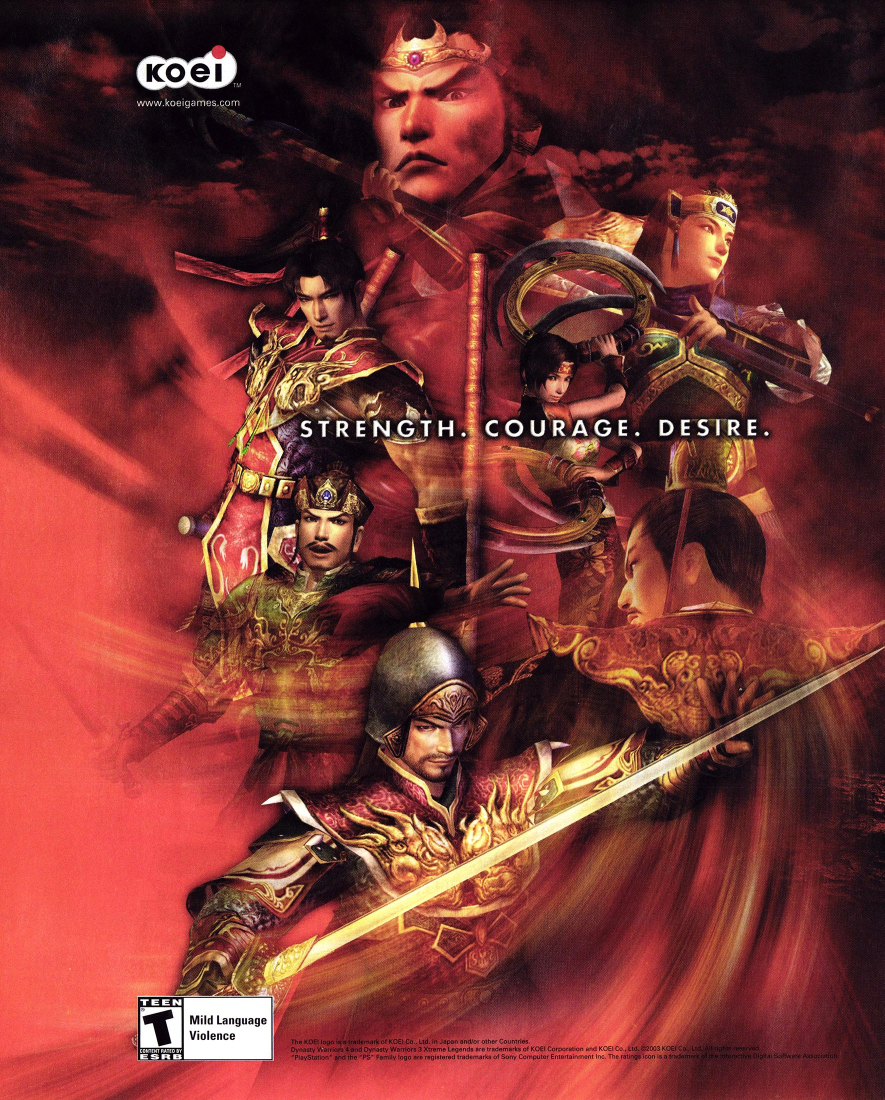
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MARCH 2003

Zhu Ran
Guard
Ma Chao
99
45
K.O. COUNT

Liu Pi
Captain
Zhou Tai
99

Yong Kai
Infantry
Dian Wei
99
41
Ahul Nan
Infantry
Yue Ying
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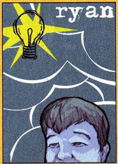
It's painted on, by the way.

FFXI EXPANSION PACK
The first joint Square Enix game to be released in Japan is the *Final Fantasy XI* expansion *Vision of Ziraat*.

Create a Game Character!
Ever wish you could design your own videogame superstar? Here's your chance! Design a hero and submit it to PlayStation Underground. If your concept is chosen, it'll be featured on an upcoming *OPM* demo disc! Head over to www.us.playstation.com/character.

THE INSIDER

REFLECTION TIME



Every game starts with an idea. Then a plan is formed, documents are written—and soon after, artists and programmers start bringing it to life. Deadlines are met, milestone demos are completed, and before you know it, you reach magic time. You can grab a controller and run around onscreen, fight some baddies, and complete minor objectives. The project, which up till that moment was nothing more than technical tests and art assets, begins to take shape, to actually look and *feel* like a real game. It's a wonderful time. It's also a horrifying time.

It was *Deus Ex*'s Warren Spector who said it best: "Here's a terrible truth about game development—we all pretty much make it up as we go." He doesn't mean that literally, of course. But there's one simple truth in those words: There is no rock-solid plan. Ever.

No matter how cool the original vision is—or how many lines of code have been generated, or how much art has been created—it's impossible to really see how a game will turn out until it's finished enough to be judged. Which, unfortunately, usually ends up being in the latter half of the development cycle.

This is the time when the people creating the game can finally see the combined fruit of their labors. Sometimes, it's a period of pure celebration. More often, it's a time of re-thinking. Which is exactly what we've been doing this week with our still (believe it or not, one day I won't be saying this) unnamed project.

Is this a bad thing? Of course not. Some of the best developers have used this time to scrap nearly everything and start from scratch (*Half-Life* is a great example of this). And some of the worst teams have ignored the opportunity and carried on with business as usual—[*insert the name of any crap game*], for example. The point is, every team goes through this period, but how they use the time varies.

In our case, we're trying to figure out how to make the game more fun and more accessible while giving the overall experience a bigger kick. Luckily, we don't have to change much—the core game is great, we just need to massage out the kinks. I'm not really worried.

Let's put it this way: We've all been working on a game for the past year, but up until last week, we never really saw it. Even though playing our game lets us see everything that's wrong with it, it also lets us experience everything that's cool about it. And, I've got to admit—I'm more excited about the project now than I've ever been.

Even if that means making some changes.

Ryan Lockhart (rlockhart@sevenstudios.com) wonders what his life would be like if he wasn't making games. Aside from actually getting some sleep, of course...

SQUARE DEAL

Square Enix gets ready to take over the world

The announcement read like an April Fool's joke: Square and Enix, the two biggest names in console RPGs, would merge into one company, effective April 1. But after a few small bumps, including an outspoken Square shareholder who threatened to derail the deal due to concerns about the value of his stock, the mega-merger became a reality.

It looks like the joke's on anyone else hoping to release an RPG.

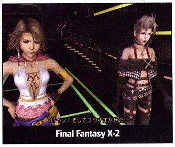
The newly formed Japanese company, Square Enix Co., Ltd., will operate in North America under the name Square Enix U.S.A. Enix has already shut down its U.S. office; Square's L.A.-based office will now handle the combined U.S. operation.

So what's in store for Square Enix? RPGs, RPGs...and more RPGs. Six titles are confirmed for this year alone. Leading off the list is this month's *Final Fantasy Origins* (see reviews). Next up is the gorgeous *Unlimited SaGa*, due out in mid-June. Then, this fall, we'll see both *Final Fantasy X-2* and *Final Fantasy XI*—although *FFXI* is likely to be co-published by a company that can handle the online elements. Rounding out the list are two from Enix's stable: *Star Ocean: Till the End of Time* and *Drag-on Dragoon*.

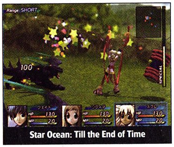
As for Enix's flagship franchise, *Dragon Warrior VIII* is still on track, with *Dark Cloud* developer Level-5 handling the project. Meanwhile, Disney and Square are already chatting about *Kingdom Hearts 2*, though that project is still a few years off.

So, will we ever see a combined *Final Fantasy/Dragon Warrior*? Possibly, considering that one of the reasons for the merger was a desire to share game development resources. But we're more likely to see the two franchises influence each other, with some occasional cameos. Who knows? Maybe—dare we say it?—Rikku could get slimed.

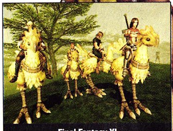
What's in store for Square Enix? RPGs, RPGs...and more RPGs. Six titles are coming this year alone.



Final Fantasy X-2



Star Ocean: Till the End of Time



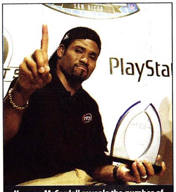
Final Fantasy XI

GameDay Goes 8-0

Say what you want about 989's *GameDay* (it's taken a beating from us in the past), but you can no longer deny the most important *GameDay*-related statistic: 8-0. That number stands for the eight Super Bowl champions that *GameDay*'s "Game Before the Game" has effectively predicted.

This year it was Bucs' wide receiver Keenan McCardell playing NFL *GameDay 2003* against Raiders' running back Charlie Garner. After an early touchdown by Garner (and a two-point conversion) made the score 8-7, McCardell rattled off three straight touchdowns, walloping the helpless Garner. The final score of the Game Before the Game was 28-8. A slaughter. The Super Bowl? That was a slaughter, too, with the Bucs pounding the Raiders 48-21.

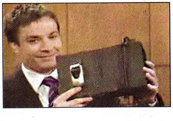
"It's one of those games that you want to win," McCardell said after being handed the trophy by The Bachelorette, Trista Rhen. "It sure beats losing."



Keenan McCardell reveals the number of times he's actually played NFL GameDay.

OVERHEARD: PS2/CELL PHONE COMBO

> "Too bad I already beat them to it."
>
> **–*SNL*'s Jimmy Fallon plays down Nokia's recent announcement of its hybrid cell phone/videogame system, the N-Gage.**



www.abc.com/alias
Download the free *Alias Underground* game. It runs on PC or Mac—and it's actually not too bad!

ACCLAIM SNAGS ALIAS

Sultry spy babe garners her own PS2 game

Acclaim announced it has signed an agreement with Disney Interactive for the rights to publish a game based on the hit spy drama, *Alias*. Set for release by the end of the year, the game is being developed in the United Kingdom by Acclaim's Cheltenham studio. We're told it's a third-person action-adventure that follows the themes of the show pretty closely. As you'd expect, you control the actions of Sydney Bristow (played by the lovely Jennifer Garner in the show, whom we couldn't help but run a nice, big photo of this month), and the gameplay will be a veritable cocktail of all the gaming trends that are hot right now: stealth, action, adventure—and badass martial-arts fighting. Hopefully, some of Ms. Garner's outfits from the more recent episodes of the show will make an appearance, too. For the record, we prefer the black one. If you're a fan of the show, you know what we're talking about.

"With the strength of the story lines in *Alias*, we couldn't imagine a better venue of expression than through the world of videogames," said Bruce Gersh, vice president of business development at ABC. "We are excited about the prospect of a great game that will bring all the elements of the show to a new fan base in the gaming world."

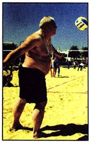
It's not clear where in the *Alias* story line the game will take place. With much of the show's original premise recently turned on its head, it would seem sensible for the game to deal with events after the demise of the Alliance. Acclaim has yet to release specific story details, but we'll be bringing you a preview as soon as we get our hands on anything.

We think this is a perfect opportunity for Acclaim to get cute and release the *Alias* game under its A.K.A. brand, but chances are, that won't happen.

Because fat guys are funny.

OPM POLL
Are you looking forward to beating up Carrot Top?

100% Yes!



PS2 Gets Beach Volleyball
We're sure you've seen those pervey TV ads for that Xbox volleyball game with all those girls in bikinis. "Who needs it!" we say. Not with Acclaim working on *Beach Volleyball* for the PS2.

ZOE'S WORLD

ISN'T IT FUNNY?

So, we've established that videogames can elicit an emotional response—as so many of you agreed that *Final Fantasy* has, at one point or another, made you misty (for some, it was more like having your heart ripped out and stomped on). And that's just one of a gamut of emotions games prey on. Others include fear (along with the urge to pee your pants), with games like *Silent Hill*; that awkward, tingling sensation with games like *BMX XXX* or *Britney's Dance Beat*; and *The Getaway*'s adrenaline rush that makes us feel like we could jump through a plate-glass window unharmed...without dropping our cigarettes.

But rarely have I played a game that has made me laugh out loud, particularly if you discount games that resort to sad titty jokes or potty humor. I find it strange that such a visual medium isn't used for more physical comedy, which seems an obvious lowest common denominator that we've all enjoyed at some point (why else is *America's Funniest Home Videos* still on television?). Is it that we can't relate to the characters in our games and thus don't consider giggling at their misfortunes? Does it seem unrealistic to achieve this effect in the digital realm, where we know nobody really gets hurt? I doubt that, considering the number of times I've nearly passed out laughing over the same Wile E. Coyote and Road Runner episode.

Last week, I fiddled with a new game called *Tak and the Power of Juju*, a joint effort between Nickelodeon and THQ to create a kiddie character that can be parlayed into a game and potential TV/film property. Definitely a cool concept if it works, but more interesting was the fact that in the few minutes I had with the game, I was giggling and smiling and thoroughly enjoying myself (and it had nothing to do with giddiness induced by four hours of sleep the night before). In fact, a crowd of some of the most discerning and jaded videogame critics could be heard snorting uncontrollably during the demo.

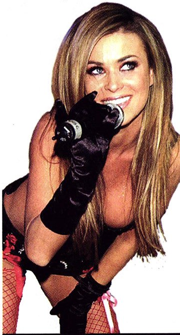
What made it funny? There were no lewd, crude, suggestive jokes about places to shove your gun, no *Porky's*-inspired partial nudity, and no annoying one-liners; it was physical comedy at its most basic level. (At one point, the character turns into a chicken. Not a real chicken—rather, he appears in an oversized, goofy chicken suit, flying around and laying exploding eggs. C'mon, I can see you smirking.... Maybe you had to be there).

In a time when games are struggling to make a serious statement as mature entertainment, it's refreshing to find a hint of what made games fun in the first place—and in a kids' title, of all places. Now, isn't that funny?

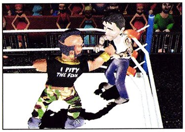
Zoe Flower writes, illustrates, and does funky things in front of a TV camera. www.zoeflower.com

KNOCKOUT!

Celebrity Deathmatch lineup revealed

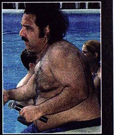


Don't you just love it when celebrities come together for a good cause? How about when that cause is to beat the crap out of each other? Gotham Games has finally revealed its lineup of stars for *MTV's Celebrity Deathmatch*: a virtual who's who of teeny boppers, tabloid princesses, has-beens, and misfits. All the celebs we've listed have signed on to appear in the game, making *Deathmatch* sound like a riot of massive proportions. The only downside? We're going to have to wait until fall to play it.



CELEBRITY MATCHUPS

Lance Bass ('NSync)
Carrot Top
Joshua "JC" Chasez ('NSync)
Ms. Cleo
Shannon Doherty
Carmen Electra
Joey Fatone ('NSync)
Ron Jeremy
Chris Kirkpatrick ('NSync)
Mills Lane
Tommy Lee
Marilyn Manson
Cindy Margolis
Debbie Matenopoulos
Busta Rhymes
Dennis Rodman
Anna Nicole Smith
Jerry Springer
Mr. T
Justin Timberlake

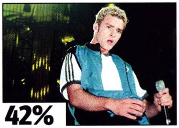


> **"MTV's Celebrity Deathmatch is the most fun you can have in front of your television."**
> **–Ron Jeremy**

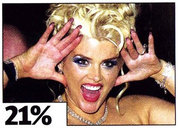
Photo by Getty Images

Sizing Up the Celebrity Competition

In our recent playstationmagazine.com poll, we asked who you'd most like to take on in *MTV's Celebrity Deathmatch*. Here's how you voted.

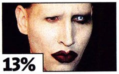


42%
JUSTIN TIMBERLAKE



21%
ANNA NICOLE SMITH

20%
JERRY SPRINGER

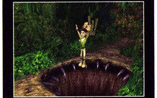


13%
MARILYN MANSON

3%
SHANNON DOHERTY

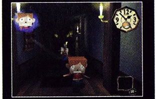
DATA STREAM

Avoid Harry's Pits



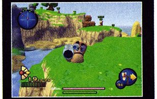
Activision is working on a PS2 update to *Pitfall*, simply titled *Pitfall Harry*. Expect it this fall.

Horror's New Face



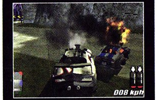
Capcom has revealed a PS2 adventure game for early 2004 called *Gregory Horror Show*.

New Can of Worms



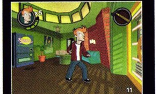
Activision's *Worms 3* for PS2 takes the franchise into the world of 3D this fall. Also look for it to include online play.

Online Destruction



SCEE has unveiled *Destruction Derby Arenas*, the first PS2 installment in the acclaimed car-crushing franchise. The best part? This one is online.

Futurama Is Alive



The PS2 game is still coming! Fox will release it this fall. Let's hope we still care.

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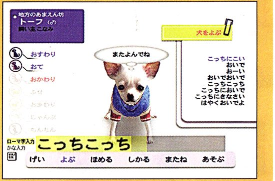
BONUS 3D SHOOTER IN ZOE 2
Beat the game's Story mode and you'll unlock the Extra Mission mode, where you can play a 3D *Gradius*-inspired shooter called *Zoradius*.

ONLY IN JAPAN



LET'S PLAY WITH DOGS

Most of the time in this column, we deal with games that can conservatively be described as...*creative*. To their credit, most are genuine attempts at something new, fun, and fresh—even if the final product is a bit niche. But then we have *Dogstation: Let's Play With Dogs*, a game that boggles the mind for all the effort and features put into what's essentially a pointless endeavor. That is, it's a game about training, nurturing, and playing with dogs. You have your dog onscreen. You nurture it by selecting nice words from a list. You watch it get big. Every so often, you select a bad word to scold it. Don't scold it too much or it'll go away and never come back (great, now we have *virtual* runaways for kids to cry about). And that's about it, in a massively simplistic sort of way. But wait—there's more! Because a word-based interface is somewhat cumbersome, Konami included the option of plugging in a USB keyboard and communicating that way. But typing is also a bit slow...so how about plugging in that USB microphone headset and talking to your dog? Yes, there's voice recognition. Like *SOCOM*. With dogs. But that's still nothing, because it also links with the Dogstation arcade machine. No, we're not kidding. There are people who actually leave their house, go to the arcade, sit down, and...play with their dogs. How on Earth does this work in any way, shape, or form? Admittedly, it does sound somewhat decent for owners of the PS2 game, because you can get exclusive dog species and items if you bring your data from your home to the arcade, but how does such a game attract other arcade-goers? "Pet a virtual dog for 100 yen"? Naturally, this will probably become the next big fad, making us look incredibly silly. But surely we can't look as silly as someone pumping quarters into an arcade dog machine.

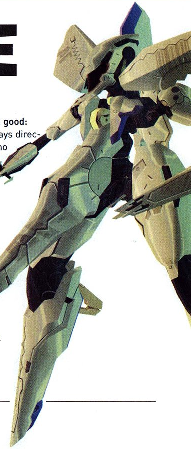
MORE FUN WITH POOCH TECHNOLOGY

AIBO: Formerly ridiculed by real dog owners, it's suddenly a lot more real than Dogstation.
WALK THE DOG: So your PS2 has tricked you into believing that raising a dog is easy? Check out Sega's innovative dog-walking arcade game in Japan. No console port yet!
BOWLINGUAL: A real-life gadget from Japan (where else?) that translates dog barks into human emotions.

BowLingual
Bow!!

IN THE ZONE

Five cool things about The 2nd Runner



1 Although Leo isn't the main character anymore, he still plays a significant role in the game. He pilots the LEV "Vic Viper"—the ship from Konami's classic shooter *Gradius*.

2 Hideo Kojima replaced original *ZOE* director Noriaki Okamura with Syuyo Murata for the sequel. "Okamura is excellent," says Kojima. "He put together a stunning game, but it wasn't perfectly rounded. I'd say it's probably because he's a programmer by nature, and not a designer. Murata, on the other hand, can do everything."

3 It has Hideo Kojima's touch. "You can probably get a sense of some of my influence in the game because everything went through me," says Kojima. "Oh, and I have to say the opening movie is especially my taste, since I personally worked on it. Actually, maybe that wasn't such a good idea, since it turned out more like a clip for a new *Metal Gear* game rather than *The 2nd Runner*."

4 Here's why it looks so darn good: "We call it *ZOE*-shading," says director Syuyo Murata. "The guys who worked on the special effects for *MGS2* handled the effects on this game. We tried to create a PS2 title that looks like it should be for PS3."

5 Atlus' famed artist Kazuma Kaneko (*Persona*) worked on the game. "Our own Yoji Shinkawa and Mr. Kaneko did a joint interview for a magazine, and they enjoyed it so much they wanted to work together," explains Murata. "Things evolved into an actual collaboration for this game."

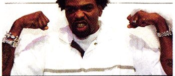
Celebrity Theft Match

You voted GTA: Vice City the Game of the Year, and so did they

Tommy Lee
***Never a Dull Moment*, MCA Records**
"Right away, it was like a blast from the past: the music, the way everyone is dressed...it just immediately brought me back to the '80s. I also like how you can get the old Ferrari Testarossa. They're so much faster than the other cars that I'll look around for one instead of driving one of the other beaters. The helicopter thing is also pretty cool, flying over and shooting down on everybody."

Jack Osbourne
The Osbournes
"I think it's a little bit more *Scarface*-esque [than *Grand Theft Auto III*]. Like with the chainsaw. I really liked that addition. I also thought it was pretty genius how they did the music, with the '80s soundtrack and stuff. And I like the motorbikes—that was a definite plus for this one. The only problem I had with *Vice City* was that everything in the game looked the same, so I got lost a lot."

Samuel L. Jackson
Star Wars, Pulp Fiction
"It's cool, man. It's the ideal game for anyone who wants to get into shady stuff, but safely. It's like being an actor in a movie—you can get into all kinds of good stuff. I also like that it's this corrupt little city in which you make your own laws and get to run it the way you want to run it. It's kind of like an old west town, where you're the guy who comes to town and takes over things."



Method Man
***Blackout*, Def Jam Records**
"*Grand Theft Auto: Vice City* is my favorite game because of the realism and the freeness. I love playing with the remote-control helicopter. I'm still trying to learn how to fly that bitch."

(Quoted in *Ramp*)

Jesse Bradford
Bring It On, Swimfan
"It's my favorite game right now, and it's arguably one of the best of all time. The improvements they've made from *GTA3* are just excellent, my favorite being the bail-out feature—how you can jump out of the car, even if it's going ninety."

Dave Chappelle
Chappelle's Show
"[*Vice City*] is one of the greatest things that has ever happened to my life. I can zone out and do a number of violent acts and illegal acts that I only dare dream of in my normal life."

(Quoted in *Stuff*)

ROCKSTAR'S NEXT MAX PAYNE?

Rockstar Toronto, responsible for the PS2 version of *Max Payne*, is working on a game based on the '70s gang warfare flick *The Warriors*.

Clish MacLaver's

GOSSIP GOSSIP

All the muck that's fit to rake

Plenty of good stuff to dish up this month. My track record's been pretty good lately, but I never get any credit from you guys. I called the *Hitman 3* stuff months ago, and it was confirmed this month. Where's the love?

INSOMNIAC RETURNS TO ROOTS?

Could Insomniac be working on an online game? It seems so. In a job listing on Gamasutra.com, Insomniac says it's looking for online programmers familiar with designing technology for console games. "On our upcoming project," the posting reads, "[applicants] will be asked to design and build a robust, lag-tolerant network system which can support action-oriented competitive gameplay between no fewer than eight players....It would be a huge help if he or she has experience with issues relating to peer-to-peer networking over both 56k modem connections and broadband connections." An online *Ratchet & Clank* is unlikely, but given Insomniac's early work (it produced the badass PS1 shooter *Disruptor*), perhaps it's a hardcore action title?

FREED RAD: MORE THAN JUST FPS

In addition to the multiplatform *TimeSplitters 3*, Free Radical is working on an exclusive PS2 game that Sony will publish (SCEE specifically, but SCEA will likely handle it here, too). Two things are known so far: The preview will happen at E3 in May, and it's not a first-person shooter.

MAX PAYNE 2

Rockstar looks set to unveil the sequel to the popular *Max Payne* later this year, and there's talk of it being even more of an action fest than the first game.

METAL GEAR REDUX?

Although it seems to be common knowledge that there's a new *Metal Gear* game coming from Konami in the next year or so, there are lots of rumors as to what the game will actually be. My favorite of the moment is that it may not be a sequel to *MGS2*, but instead a remake of the original 8-bit games so new gamers can get more of a feel for Snake's past. Sounds kinda cool, huh?

GT4

ONLINE RACING BEFORE YEAR'S END

We've known it's coming for ages, but it's looking like the game might be unveiled at E3 in May. Expect online play and possible hard-drive support.

GOLDEN

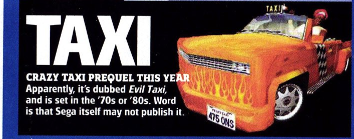
A SEQUEL TO RARE'S BOND?

Rumor has it that EA is keen to produce a true follow-up to the revered N64 Bond game, *GoldenEye*. Could Free Radical be involved?

HONOR

NEXT MEDAL OF HONOR SET IN PACIFIC

Hopefully, we'll be able to bring you confirmed details of DreamWorks' new *Medal of Honor* next month. The rumored title is *Rising Sun*.



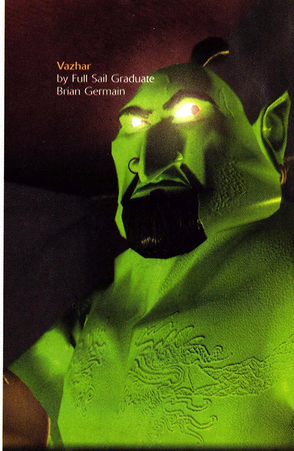
TAXI

CRAZY TAXI PREQUEL THIS YEAR

Apparently, it's dubbed *Evil Taxi*, and is set in the '70s or '80s. Word is that Sega itself may not publish it.

E-MAIL ME!

Got some good gaming gossip? If you hear anything juicy or get your hands on some cool screens or pictures, send me an e-mail at the following address: clish_maclaver@ziffdavis.com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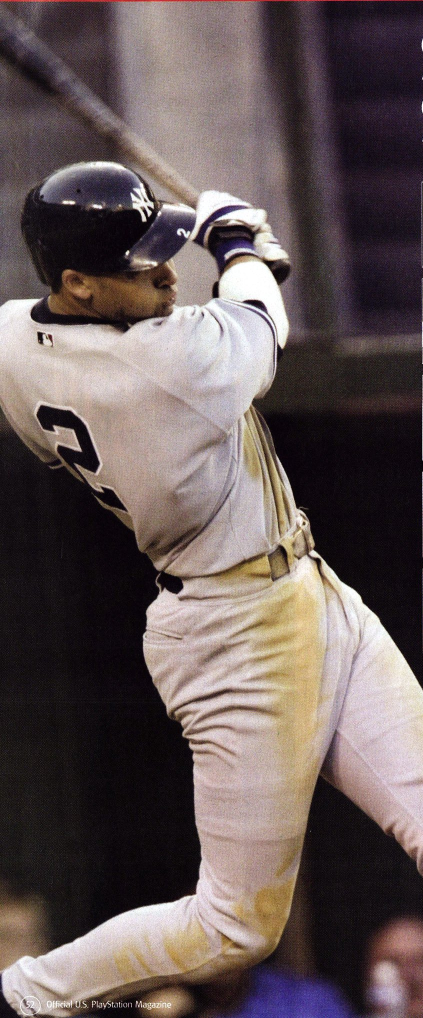
OVERHEARD: "The thing I want is to last through the winter so I don't miss the new *James Bond* movie." –Warren Zevon, on his late-stage lung cancer. (He did.)



SOUND STATION

Starring *All-Star Baseball 2004*

By John Scalzi

Creedence Clearwater Revival: Willy and the Poor Boys

Creedence is a band whose oxygen has been sucked out of it by endless exposure on classic-rock radio, which plays the same six CCR songs over and over (including two from this album, "Down on the Corner" and "Fortunate Son"). So, the fun in *Willy and the Poor Boys* is discovering the songs you haven't heard 37,000 times. Tracks like "It Came From the Sky" and "Feeling Blue" sound just as you'd expect, with John Fogerty's craggy voice and twangy guitar lines, but there's a freshness to these lesser-known songs. Ironic, considering the album's (God) 34 years old. This is a collection worth rediscovering.

Final Score: ★★★★

House of Pain: House of Pain

House of Pain is a one-hit wonder, but what a hit: "Jump Around" is an all-time let's-get-smashed-and-stupid rap anthem that will still be a signal to get the party started billions of years from now, when humans are gone and the Earth is populated by superintelligent cockroaches. The rest of the album's fine and dandy, too, with slamming beats and flyin' rhymin', although the "We're Irish rappers" bit gets a little silly on tracks like "Shamrocks and Shenanigans." Still, if you're at a party and it's dying on the vine, slip in this disc and you'll get credit for the save.

Final Score: ★★★½

Joe Walsh: The Smoker You Drink, The Player You Get

Before he joined the Eagles as a hired-gun guitarist, Joe Walsh had a decent career as a solo performer and member of the James Gang. *Smoker* is a fine encapsulation of that pre-Eagles era: Not what you'd call brilliant, but it's perfectly good journeyman country-tinged rock, just right for those early '70s after-skiing hot-tub soaks in Aspen. You've heard "Rocky Mountain Way" on the radio and in beer commercials, but other listenable moments include the conga-fied "Happy Ways" and the reflective "Dreams." It's not *Hotel California*, but it is a bungalow motel along the way.

Final Score: ★★★

Hank Williams, Jr.: America (The Way I See It)

Hank Junior has always been the polemicist of choice for the big-buckle set, those folks who think they're the true Americans, yet have never read the Constitution—except the Second Amendment. So, it's not entirely surprising to find *America* jammed with songs in which the country folk stand for everything that's good and true in our nation, while city people inject heroin directly into their eye sockets and stab strangers for spare change. It's a simplistic and stupid way of looking at both groups, and it also makes for a batch of truly annoying and lame songs. Hank also throws in his *Monday Night Football* song. Kill me now.

Final Score: ★

Warren Zevon: Excitable Boy

Warren Zevon's a bitterly witty lyricist, and *Excitable Boy* puts that talent front and center in tunes like "Lawyers, Guns and Money," "Excitable Boy," and, of course, his big hit, "Werewolves of London." Get beyond the facile wit and you'll discover an interesting clutch of songs about truly random subjects: "Veracruz" takes place during the 1910 Mexican Revolution, and "Roland the Headless Thompson Gunner" is set in the Belgian Congo. A case of the songwriter showing off his education? Well, yeah, but there are worse things than smart people writing smart songs.

Final Score: ★★★★

John Scalzi was horrified to discover his wife singing along to a Hank Junior song. Really, you think you know someone. Come to www.indiecrit.com and find out what John thinks about the latest in independently released music.

Photo by Getty Images

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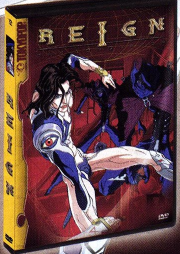

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3 The number of "story editors" credited on *The Osbournes*. So much for "reality TV"...

DVD REVIEWS

By John Scalzi

THE OSBOURNES: FIRST SEASON

At home with the Prince of Bleeping Darkness

The Osbournes is a television show predicated on the notion that nothing could be funnier than watching an addled, confused, heavy-metal dinosaur deal with his children, his neighbors, and the remote control. Alas, the notion is all too correct. Personally, I've never been able to watch this show without emanating waves of pity in Ozzy's direction. He's just plain pathetic through the whole thing, and what other people find amusing, I find a little depressing and sad. But I'm aware that I'm in the minority here, and besides, there's no denying it's compelling TV. The DVD package is simply stuffed with goodies, including commentary, four additional episodes (culled from the many, many hours of tape you didn't see on MTV), an Ozzy translator (sad, sad, sad), an edit-a-scene function, deleted scenes, a selection of interviews, and even more. Yeah, it may be a wallow, but it sure is a deep wallow. Note that you can buy this in both censored and uncensored versions—for my money, beeping the profanity makes it funnier.

The Osbournes
The First Season

The Osbournes
(Ozzy, Sharon, Kelly, and Jack Osbourne. Duh.)

Movie Score: ✪✪✪◐
DVD Extras Score: ✪✪✪✪

UPCOMING DVD RELEASES

March 4, 2003
- Atlantis
- The Best of the Muppet Show: Peter Sellers
- Born Free
- Journey to the Center of the Earth
- Living Free
- Of Mice and Men
- The Osbournes: Season One
- Quest for Fire
- The Ring

March 11, 2003
- I Spy
- Inspector Gadget 2
- White Oleander

March 18, 2003
- A Man and a Woman
- Akira Kurosawa's Dreams
- Charlotte's Web 2
- Day for Night
- Empire
- NYPD Blue: Season One
- Sordid Lives

March 25, 2003
- Maid in Manhattan
- Who Framed Roger Rabbit

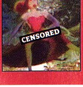
8 MILE

(Eminem, Kim Basinger)

Eminem plays himself, more or less, and—surprise!—does a pretty good job of it. This comes as some relief. You don't have to like Eminem's music to like *8 Mile*, but you do have to have some interest in the rapper's life story, from the somewhat deranged mom (Kim Basinger) to the little girl who means everything (a little sister in the film, his daughter in real life). And no matter what, you have to give credit to Eminem for not doing the usual thing; this is a real film, not the craptacular action flick or brain-dead comedy that most music stars do for their first film. *8 Mile* is, in fact, the best film starring a musician since *Purple Rain* (which is still better because Prince is a friggin' musical genius) and a fine intro to Eminem for people who want to see another side to this polarizing artist. Extras include Eminem participating in real rap-battles and an interview with Eminem and director Curtis Hanson while they tour the actual 8 Mile area of Detroit.

Movie Score: ✪✪✪✪
DVD Extras Score: ✪✪✪

DID YOU KNOW? A scene in *Roger Rabbit* allegedly shows Jessica Rabbit "going commando." According to the studio, it's an ink anomaly.



AUTO FOCUS

(Greg Kinnear, Willem Dafoe)

This film studies the private life and utterly sordid times of sitcom star Bob Crane, who essentially spent all his free time having sex like a hopped-up monkey until someone eventually bashed his head in. What would Sergeant Schultz think? "I know nothing!" indeed. It's sordid, but writer/director Paul Schrader specializes in sordid (he directed *Hardcore* and wrote *Taxi Driver*), and he gets a lot of mileage out of star Greg Kinnear (who looks like a TV celebrity but acts better than one) and Willem Dafoe, as Crane's creepy sidekick and videotaper. Not a film you want to watch with your mom (at least I hope not), it's certainly a dark look at what seemed to be a sunny sitcom existence. The DVD has commentary up the wazoo from Schrader, Kinnear, and Dafoe, as well as several producers and screenwriters. The disc also includes deleted scenes with director commentary.

Movie Score: ✪✪✪✪

DVD Extras Score: ✪✪✪◐

CSI: CRIME SCENE INVESTIGATION: SEASON ONE

(William Petersen, Marg Helgenberger)

There's a saying among the geeks that at some point technology becomes so advanced that it's indistinguishable from magic, and more than a bit of that magicfication of science goes on in the redundantly titled *CSI: Crime Scene Investigation*. Real forensic scientists apparently roll their eyes at some of the tricks the characters pull during their investigations, which have as much to do with real forensic science as pulling a bunny from a hat. Thing is, forensic scientists spend most of their time swabbing culture dishes with Q-Tips, and that's not exactly riveting stuff, so most people are willing to cut *CSI* some slack. I'm not a huge fan, but it's a solid show, and it's fun to watch William Petersen and Marg Helgenberger go through their paces. The DVD includes a documentary on forensics and a video by the Who.

Movie Score: ✪✪✪◐

DVD Extras Score: ✪✪

EMPIRE

(John Leguizamo, Delilah Cotto)

John Leguizamo lives the American Dream, criminal division, as an up-and-coming drug dealer who yearns to go legit, but (of course) it's never a simple thing to leave that life behind. You know where this film is going before it gets there, so don't sweat the plot; instead, focus on the performances, especially from Leguizamo and Delilah Cotto, as Leguizamo's grounded, stable girlfriend. They make an otherwise average film much better. Director Franc Reyes offers a commentary track; there are also deleted scenes and a making-of documentary.

Movie Score: ✪✪✪

DVD Extras Score: ✪✪◐

FUTURAMA: SEASON ONE

(Billy West, Katey Sagal)

I feel a little sorry for *Futurama*, since it will always be an afterthought to *The Simpsons*, with which it shares its creative team, and that's a little unfair for this plucky and obnoxiously endearing sci-fi cartoon series. But there is a fringe benefit to growing up in the shadow of Homer and Bart—the people who put *Futurama* together actually knew what they were doing ahead of time. As a consequence, the first season of *Futurama* is substantially better than the first season of *The Simpsons*. Really. The stories are better, the humor is sharper and meaner, and the characters don't suffer that Jello-y indistinctness that first-season characters (in any show) usually have. So, have some respect for the underdog. This three-disc set comes with commentary for each episode, plus extras like deleted scenes and animatics for the pilot (when it was known as *Space Pilot 3000*).

Movie Score: ✪✪✪✪

DVD Extras Score: ✪✪✪

I SPY

(Eddie Murphy, Owen Wilson)

Since the development execs in Hollywood clearly haven't picked up the clue, let me make it clear: Don't make any more '60s TV shows into movies. That carcass is picked clean down to its pale, shiny bones. *I Spy* is a perfect example: No one under 30 remembers the series, and those over 30 probably regard the pairing of Eddie Murphy and Owen Wilson (as the movie's spy duo) with something approaching holy terror. They aren't Bill Cosby and Robert Culp, that's for sure. And in a world of *Austin Powers* and *Undercover Brother*, this spy-jinx comedy seems a little sad and tired. The DVD has commentary from director Betty Thomas and some behind-the-scenes featurettes.

Movie Score: ✪✪

DVD Extras Score: ✪✪◐

1984

(John Hurt, Richard Burton)

This is the (yes) 1984 version of George Orwell's truly depressing dystopian novel. While it's an excellent film, it was roundly ignored when it was first released because we were all busy with the Los Angeles Olympic Games and Lionel Richie's "All Night Long." What can I say, it was a simpler time. Be that as it may, John Hurt makes a fine Winston Smith, and Richard Burton as his torturer/confidant O'Brien is heavy, tired, and mournful—which is perfect (it was his last film role). This is as close to the book as any film adaptation is ever likely to get, and it's a perfect film to watch while you consider our government's thoughts on a Total Information Awareness office. Mmm...double plus good! Sadly, there are no DVD extras.

Movie Score: ✪✪✪✪

DVD Extras Score: N/A

THE RING

(Naomi Watts, Patrick Dempsey)

Watch a videotape, then die a horrifying death a week later. Oddly enough, the videotape in question is not a Steven Segal action flick. The delectable Naomi Watts plays a reporter who views the tape and then tries to figure out how and why it works before her week runs out. Enjoy the spooks and scares rather than focus on the movie's internal logic (there's not much), and you'll be just fine. This film is a remake of *Ringu*, a Japanese film which purists will tell you (of course) is creepier and scarier than the American version. You can judge for yourself, because both are being released on DVD the very same day. The American version features a 15-minute experimental film from director Gore Verbinski as a DVD extra.

Movie Score: ✪✪✪

DVD Extras Score: ✪

SWIMFAN

(Jesse Bradford, Erika Christensen)

This film brings *Fatal Attraction* to a younger generation, and like that movie, *Swimfan* is not something anyone with a functioning brain needs to see. Jesse Bradford is the hot high-school swimming star who has a one-night stand with a hot chick (Erika Christensen) who turns out to be totally bunny-boiling unhinged. The moral: Hey, all you hot teen athletes, stay with your nice cheerleader girlfriends! There, I've saved you the trouble of sitting through this. No, don't thank me. It's for your own good. DVD extras include a commentary, ten deleted scenes, and a Girl from Hell featurette.

Movie Score: ✪✪

DVD Extras Score: ✪✪✪

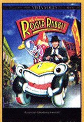
WHO FRAMED ROGER RABBIT

Bringing the cool back to toons

No one was expecting *Who Framed Roger Rabbit* to be anywhere as good as it was. It came out in 1988, a time when feature animation had been dead for decades, confined to the occasional desultory Disney effort or blundering Don Bluth piece. As for TV animation, there was just one word for you: Smurfs. So, when *Roger* hit, it was as if animation had been reinvented, and not a moment too soon.

Roger Rabbit pulled it off in two ways: First, by going back to the golden age of animation and blatantly ripping it off, both figuratively (by making Roger a clear steal from Tex Avery) and literally, by dragooning every major character from Disney and Warner Bros. into cameo roles in the film. The mixing and matching of toon universes was brilliant in itself, and the filmmakers were smart enough not to tone the characters down for kiddie consumption, as they had been for years.

As a bonus, the live-action story was no slouch either, and the animators did something neat here, too: The animated characters occupied three-dimensional space with the live-action actors, allowing the camera to move around in a realistic fashion. Today, when we have both Gollum and Jar Jar wandering around in movies, this is no big thing. But *Roger* still feels fresh, because its animation isn't trying to hide—the toons are toons, the people are people, and where they meet, anarchy follows. It reminded movie audiences that animation *was* cool, not just a pacifier for sugar-bombed kids.

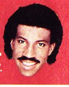


Who Framed Roger Rabbit
(Bob Hoskins, Christopher Lloyd, Charles Fliescher)

Roger's been on DVD before, but in a pointless no-frills version. This time around, the extras are more forthcoming. In addition to the usual commentary and making-of material, there are three cartoon shorts (made after the original movie), a deleted scene where Eddie Valiant (Bob Hoskins) has his head turned into a pig's, a pop-up trivia mode, an interactive game, a photo gallery, as well as a collectible booklet. As an overall package, it's a keeper.

Movie Score: ✪✪✪✪✪

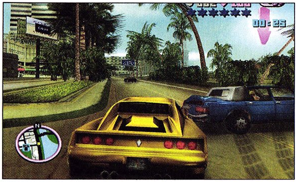
DVD Extras Score: ✪✪✪✪



BY THE NUMBERS

PS2 Top 10 Sales

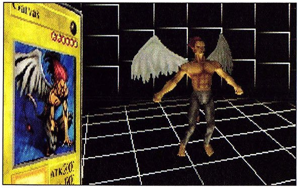
Dragon Ball Z debuts at No. 2, but does it have any staying power? Or will it be toppled by *Yu-Gi-Oh*, the latest kid craze? Does it matter? Probably not—especially when there are so many great games to play!



In just a few months, *GTA: Vice City* became the top-selling title of 2002—and now, if it continues at its unstoppable pace, it's poised to repeat that feat in 2003. Let the race for the No. 2 spot begin!

	Last Month	Title/ Publisher	Rating
1	1	**Grand Theft Auto: Vice City** (Rockstar)	★★★★★
2	—	**Dragon Ball Z: Budokai** (Atari)	★★★½
3	4	**Madden NFL 2003** (EA Sports)	★★★★★
4	5	**Lord of the Rings: The Two Towers** (EA Games)	★★★★½
5	—	**James Bond 007: NightFire** (EA Games)	★★★★½
6	3	**Tony Hawk's Pro Skater 4** (Activision)	★★★★★
7	6	**Mortal Kombat: Deadly Alliance** (Midway)	★★★★
8	7	**Kingdom Hearts** (Square EA)	★★★★½
9	9	**ATV Offroad Fury 2** (Sony CEA)	★★★★
10	2	**WWE SmackDown! Shut Your Mouth** (THQ)	★★½

PS1 Top 10 Sales



Sing along with Garvas, your friendly winged monster thingie: *Yugi Yugi bo-boogee, bananafana-fo foogee, fee fi fo moogee. Yugi!*

1	1	**Yu-Gi-Oh! Forbidden Memories** (Konami)	★½
2	3	**SpongeBob SquarePants: SuperSponge** (THQ)	★★
3	2	**Tony Hawk's Pro Skater 4** (Activision)	★★★★
4	6	**Harry Potter and the Chamber of Secrets** (EA Games)	★★★
5	7	**Spider-Man** (Activision)	★★★★★
6	—	**Yu-Gi-Oh! FM (Premium Edition)** (Konami)	★½
7	9	**Scooby-Doo and the Cyber Chase** (THQ)	★★
8	—	**Spyro 3: Year of the Dragon** (Sony CEA)	★★★★★
9	—	**Mortal Kombat Trilogy** (Midway)	n/a
10	—	**Gran Turismo 2** (Sony CEA)	★★★★★

Source: NPDFunworld TRSTS Service, December 2002. Call them at 516.625.6190 for questions about this list. No games for competing console systems (e.g., Xbox, GameCube) were included. Overall sales figures may vary. Game descriptions written by the *OPM* staff.

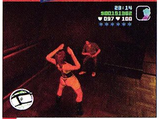
OPM's Most Wanted PS2 Games

1	**Splinter Cell**	Ubi Soft
2	**Soul Calibur II**	Namco
3	**ZOE: 2nd Runner**	Konami
4	**Final Fantasy X-2**	Square Enix
5	**NBA Street Vol. 2**	EA Big
6	**Dynasty Warriors 4**	Koei
7	**StarCraft: Ghost**	Blizzard
8	**Silent Hill 3**	Konami
9	**Unlimited SaGa**	Square Enix
10	**Clock Tower 3**	Capcom

Japan's Top 10 PS2 Games

1	**Armored Core 3**	From Software
2	**Ratchet & Clank**	Sony
3	**Combat Pachislot**	Sammy
4	**Momotarou Dentetsu 11**	Hudson
5	**Unlimited SaGa**	Square
6	**Winning Eleven 6**	Konami
7	**Kingdom Hearts Final Mix**	Square
8	**Million God**	TGB
9	**Master of the Drum**	Namco
10	**FFX (Mega Hits)**	Square

Top 10 BLOCKBUSTER Rentals



1	**GTA: Vice City**	Rockstar
2	**LOTR: Two Towers**	EA Games
3	**Dragon Ball Z: Budokai**	Atari
4	**SOCOM: U.S. Navy SEALs**	Sony
5	**007: NightFire**	EA Games
6	**Madden NFL 2003**	EA Sports
7	**Conflict: Desert Storm**	Gotham
8	**WWE SmackDown! SYM**	THQ
9	**The Sims**	EA Games
10	**NFS: Hot Pursuit 2**	EA Games

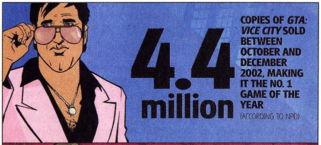
SOURCE: BLOCKBUSTER, WEEK OF FEB. 2, 2003

Top 10 Sales, All Systems

1	**GTA: Vice City (PS2)**	Rockstar
2	**DBZ: Budokai (PS2)**	Atari
3	**Madden NFL 2003 (PS2)**	EA Sports
4	**Splinter Cell (Xbox)**	Ubi Soft
5	**LOTR: Two Towers (PS2)**	EA Games
6	**Zelda: Link to Past (GBA)**	Nintendo
7	**Yu-Gi-Oh! Eternal (GBA)**	Konami
8	**007: NightFire (PS2)**	EA Games
9	**Tony Hawk 4 (PS2)**	Activision
10	**Mortal Kombat (PS2)**	Midway

50 Million Served

The PS2 continues to dominate, thanks in part to *Vice City*

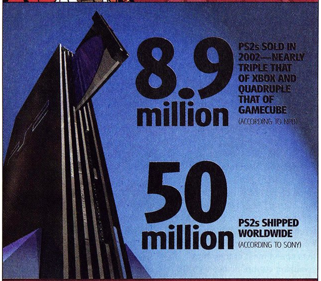


4.4 million

COPIES OF *GTA: VICE CITY* SOLD BETWEEN OCTOBER AND DECEMBER 2002, MAKING IT THE NO. 1 GAME OF THE YEAR
(ACCORDING TO NPD)

2.4 million

COPIES OF *GTA 3* SOLD IN 2002, MAKING IT THE NO.2 GAME OF THE YEAR
(ACCORDING TO NPD)

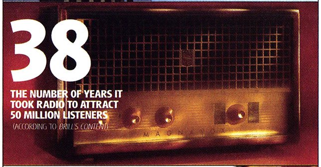


8.9 million

PS2s SOLD IN 2002—NEARLY TRIPLE THAT OF XBOX AND QUADRUPLE THAT OF GAMECUBE
(ACCORDING TO NPD)

50 million

PS2s SHIPPED WORLDWIDE
(ACCORDING TO SONY)

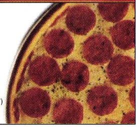


38

THE NUMBER OF YEARS IT TOOK RADIO TO ATTRACT 50 MILLION LISTENERS
(ACCORDING TO *BRILL'S CONTENT*)

50 million

THE NUMBER OF POUNDS OF PEPPERONI PIZZA HUT USES EACH YEAR
(ACCORDING TO PIZZA HUT)



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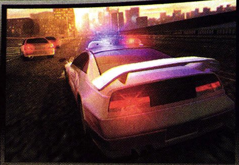

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"WE PREDICT COMPLETE ADDICTION." - IMPORT RACER MAGAZINE, MARCH 2003

TEEN T CONTENT RATED BY ESRB | Violence

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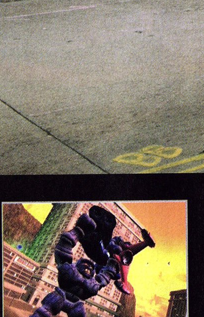

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PlayStation®2

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PREVIEWS

Fighting, evil, and fighting evil.

THIS ISSUE

71 Auto Modellista
70 Chaos Legion
68 Chessmaster
68 Clock Tower 3
70 Cy Girls
66 Drag-on Dragoon
64 Dynasty Warriors 4
62 Fear Effect: Inferno
62 Fugitive Hunter
60 Full Throttle II
64 Gradius V
68 Grand Prix Challenge
64 Hunter: The Reckoning–Wayward
68 IndyCar Series
66 Resident Evil: Dead Aim
65 Silent Hill 3
60 Soul Calibur II
68 Speed Kings
63 StarCraft: Ghost
62 SX Superstar
70 Tom Clancy's Splinter Cell
67 Unlimited SaGa
68 Urban Freestyle Soccer
66 X2: Wolverine's Revenge
62 XGRA

SOUL CALIBUR II

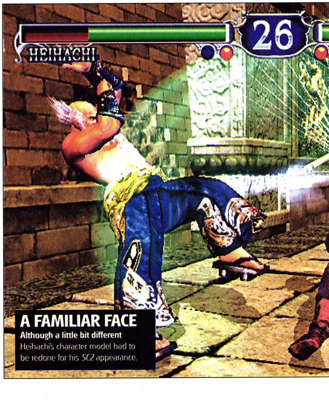
The soul most definitely still burns

Before last year, when we hailed *Virtua Fighter 4* as the "greatest fighting game ever made," one game inarguably held that coveted label: *Soul Calibur*. The sequel to *Soul Blade* on PS1, the game took arcades by storm and went on to become one of Sega Dreamcast's premiere titles. *Soul Calibur* was so good, it had us PlayStation-only guys flocking to the *Electronic Gaming Monthly* area to play it. It was so good, even guys like our own Todd Zuniga—who'd never liked a fighting game in his life—got hooked.

That's why the wait has been all the more painful for this sequel. During the last year or so, we've run countless screenshots of *Soul Calibur II,* only to see it continually pushed back. Well, it appears the game now has a firm August release date, and we can only assume it'll be worth the wait: Namco is loading it up with a slew of extra goodies. As we first revealed last month, *Tekken*'s Heihachi makes a guest appearance in the game, as does Necrid, a brand-new character designed by *Spawn* creator Todd McFarlane. Better still, according to Namco, even more hidden characters await—secret characters that "are cool enough that many gamers would buy the game just to play as them." Who could they be? Hmmm...

In any case, it's time to start getting excited for this one. You're looking at bona fide PS2 screens here—the game looks this amazing. And we're betting it plays just as well. The big question now: Can *Soul Calibur* reclaim its crown from *Virtua Fighter*?

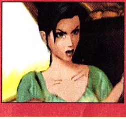
Publisher: Namco **Developer:** Namco **Release Date:** August



A FAMILIAR FACE

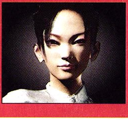
Although a little bit different

Heihachi's character model had to be redone for his *SC2* appearance.

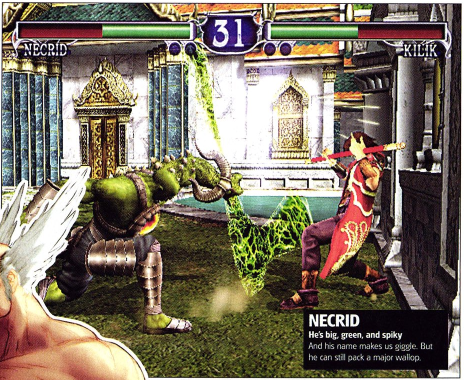


62
HOT!
Fear Effect: Inferno turns up the heat.

65
SPOOKY!
Silent Hill 3 gives us the chills.



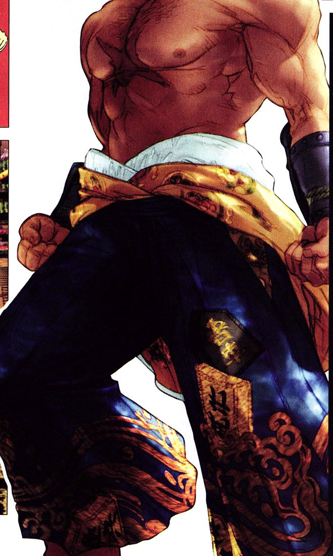
66
DEADLY!
Resident Evil: Dead Aim gets light-gun horror right.



NECRID
He's big, green, and spiky
And his name makes us giggle. But he can still pack a major wallop.

Ya Gotta Believe!

For the GameCube version of *SC2*, Namco struck a deal with Nintendo to feature *Zelda*'s Link. This left many PS2 owners wondering why something similar wasn't done with Sony. "The reason we went with Heihachi was that there was no other proper Sony-specific candidate," says Producer Hiroaki Yotoriyama. "It's not as if we could just throw PaRappa in the game." So *he* says!



Todd McFarlane Talks *Soul Calibur II*

A legend in the comic-book industry, Todd McFarlane created a new character (Necrid) for *Soul Calibur II*, and his toy company, McFarlane Toys, is developing a toy line based on the game. Our sister publication *Xbox Nation* had a few words with him. For even more with McFarlane, pick up *XBN* Issue 7.

Q: How did you hook up with Namco for the game?
A: We were having conversations about whether anyone wanted to do a *Spawn* game, and when Namco came up, one of things that was sort of early on their plates was *Soul Calibur II*. We started tossing ideas back and forth, and the next thing you know, we're doing the toy line that'll hit when the game comes out. Then it was like, "Do you want to design a character for the game, too?" It sort of just starts and evolves.

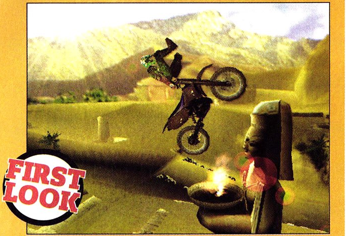
Q: Can you tell us about Necrid?
A: He's big, hulking, and he's got a cool arm on him. Plus, he's got this cool power plant in the middle of his chest. He's actually got some pretty good kicks and flips, too. There are a couple of different versions of him in the game, with different colors and multiple cool masks.

Q: So, what are the *SC2* toys you're making going to be like?
A: They're going to be a little bit smaller than you're used to seeing from our normal size. We're putting them in boxes. The smaller size seems to be a little more saleable in some of the European and Asian countries, so we're just trying something a little bit different. But again, we were able to have the luxury of adding a little bit of detail to some of the characters that may not be seen on the screen in the videogame. They're all in action poses, too, and don't just look like stiff things.

Q: You're also working with Namco on a new *Spawn* game for PS2. What can you tell us about that?
A: I hope it's the coolest damn game that ever comes out, and that everybody will flock to it and forget all the other games.

"Fear Effect." "Ghost." Yet neither is scary....

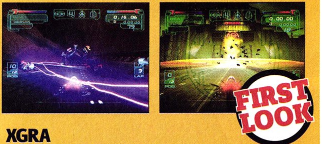
GIRL ON GIRL?
In *Fear Effect 2,* Hana and Rain were a little "close." Expect more feminine "energy" with *Inferno.*



SX SUPERSTAR

Even though *SX Superstar* isn't exactly a sequel, it's tough not to compare it to Acclaim's *Jeremy McGrath* titles—and it definitely looks set to blow away those crappy games. *SX Superstar* forsakes licenses and real riders to focus more on the motocross lifestyle. As you succeed, for example, your house goes from dump to mansion, and your girlfriend goes from fattie to hottie. (Hey...it's Acclaim.)

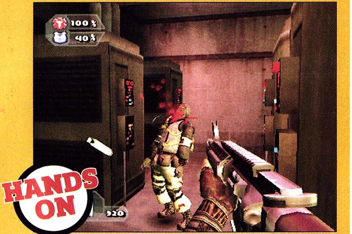
Publisher: Acclaim **Developer:** Climax **Release Date:** April



XGRA

It may not boast the best title, but we expect great things from *XGRA*. A more apt name is probably "Extreme G Racing 4," and anyone who's played the previous three games knows to look forward to the fast-paced brand of futuristic racing only the Extreme Gravity Racing Association (hence the title) can provide. A new weapons system should make things even more interesting.

Publisher: Acclaim **Developer:** Acclaim Cheltenham **Release Date:** Summer



FUGITIVE HUNTER

Tired of sitting on your couch watching *America's Most Wanted*? Here's your chance to get in on the action. As Jake Seaver, Navy SEAL turned bounty hunter, your mission is to track down and subdue fugitives from justice. Most of the game is standard—if exceptionally brutal—first-person-shooter fare, but once you've cornered a baddie, you have to take him down hand-to-hand.

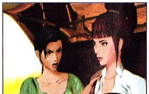
Publisher: Atari **Developer:** Black Ops **Release Date:** March

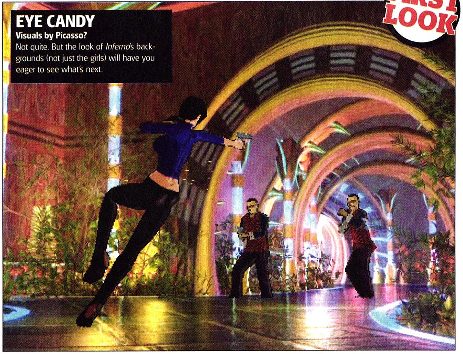
FEAR EFFECT: INFERNO

Where art meets two hot dames

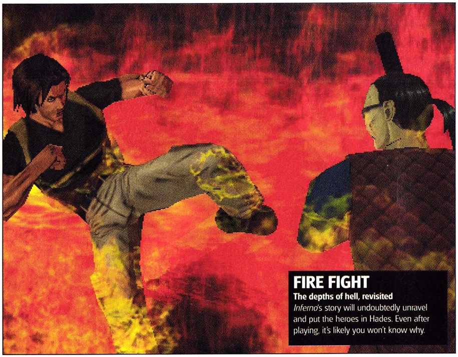
Short on sensible story but long on art direction, the *Fear Effect* series on PS1 played the games-as-art card. Dancing wildly between the rosebeds of avant and accessible, the story also dealt with hellish and meticulously painted underworlds. Problem is, only the folks who wrote the script really knew what the heck was happening. But the art style made story a nonfactor. The settings were so glitzy, you played to see what was around the next corner. *Inferno* should continue this, and men everywhere can rejoice—the vixen Hana returns, as does the sleek blond bombshell Rain. Deke and Glas come back, too, for all the ladies out there.

Publisher: Eidos **Developer:** Kronos Digital **Release Date:** Summer



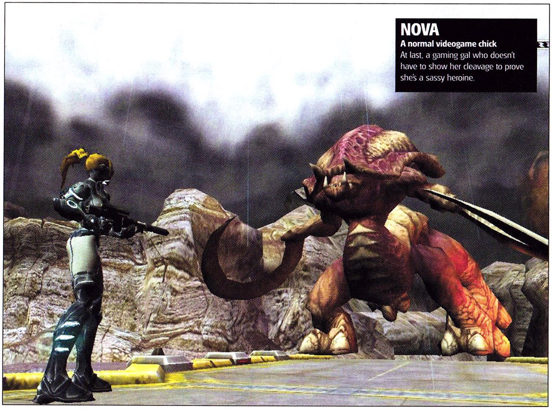


EYE CANDY
Visuals by Picasso?
Not quite. But the look of *Inferno*'s backgrounds (not just the girls) will have you eager to see what's next.



FIRE FIGHT
The depths of hell, revisited
Inferno's story will undoubtedly unravel and put the heroes in Hades. Even after playing, it's likely you won't know why.

www.lindaharrison.com
The official website of sci-fi's original Nova, Linda Harrison of *Planet of the Apes*—quite possibly the most gorgeous woman alive in the 1960s.



NOVA
A normal videogame chick
At last, a gaming gal who doesn't have to show her cleavage to prove she's a sassy heroine.

STARCRAFT: GHOST

Like Metal Gear in space

You needn't have played Blizzard's awesome PC real-time strategy game, *StarCraft* to get a kick out of *Ghost*—but if you really want that special tingly nerd-thrill, it makes a huge difference. Grab a copy if you can (you can find it for $20, and it runs on anything—even a Mac) and immerse yourself in one of the most complete sci-fi mythologies around.

The new game, which, oddly, is being released on everything *except* PC, centers on Nova, a "Ghost" agent whose job is to infiltrate enemy installations and do her spy thing with the aid of psychic abilities and tremendous agility. Imagine a cross between Lara Croft and Solid Snake, all in space, with gigantic battles, crazy aliens, enormous weapons, and absolutely incredible graphics, and you'll have a good idea of why we're so excited about this. There's plenty of action, a better-than-average plot, and lots of really huge explosions. What more could you possibly want? How about a heroine who doesn't have to show her boobs to prove she's something special?

Publisher: Sierra/Blizzard **Developer:** Mass Media **Release Date:** November

Contaminate

感染拡大
DOT .hack
INFECTION
Part 1

PlayStation 2

BAN DAI

TEEN T CONTENT RATED BY ESRB
Mature Sexual Themes
Mild Language
Violence

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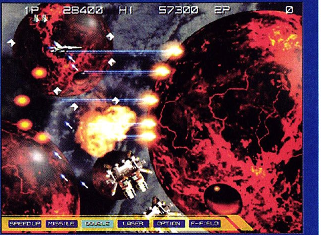
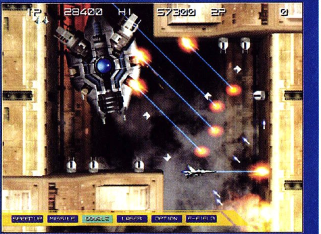
Kuh-kuh-kuh-KO-WEE!

2,340 The number of pages in *Three Kingdoms*, on which the story *Dynasty Warriors* is based.

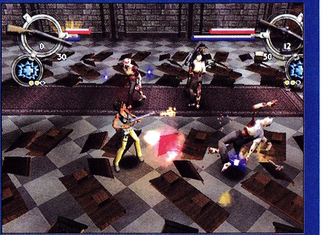




GRADIUS V

And you thought Konami was through revamping its old-school series with *Contra: Shattered Soldier*. With renowned shoot-em-up developer Treasure at the helm, *Gradius V* resurrects the Vic Viper in a game that, like *Contra*, strongly resembles the spirit of its 2D predecessors, but with a PS2-quality facelift full of flashy effects. (Sorry, that *Gradius III and IV* compilation doesn't count.)

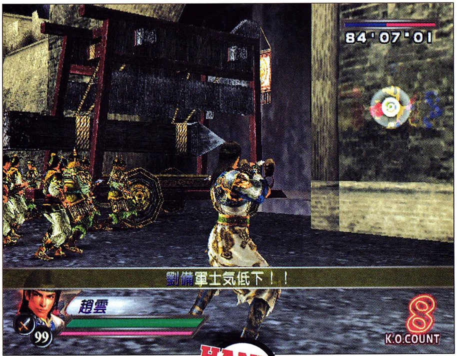
Publisher: Konami **Developer:** Treasure **Release Date:** Fall



HUNTER: THE RECKONING–WAYWARD

When *Hunter: The Reckoning* came out on Xbox, it received mostly lukewarm reviews because its *Gauntlet*-esque, zombie-bashing gameplay was marred by serious camera and design flaws. We've been assured these complaints are all being addressed, and the result should be a satisfying hack-n-slash adventure with five main characters, 25 levels, and two-player cooperative play.

Publisher: Interplay **Developer:** High Voltage **Release Date:** Fall



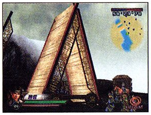
HANDS ON

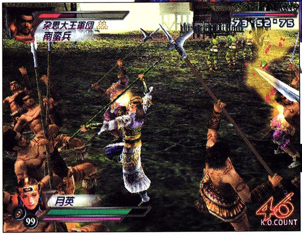
DYNASTY WARRIORS 4

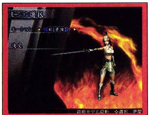
Mucho Musou

We've finally had a chance to play some *Dynasty Warriors 4*, and it's kind of what we expected: subtly different from previous releases, but basically the same game fans of the series can't get enough of. It's obvious the character models have gotten a revamp, and we like that you can destroy things in your environment (which serves as a sort of puzzle in at least one instance). Special attacks seem even more delightfully outlandish, and their effectiveness only increases the more you use them, as your weapons gain experience points. Fun stuff.

Publisher: Koei **Developer:** Omega Force **Release Date:** Late March







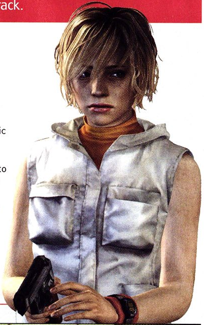
Create-A-General

One of *Dynasty 4*'s new features allows you to build your own general from scratch. Basically, you can mix up the individual characteristics of other generals to customize one to your liking.

CONTRA CONNECTION: *Silent Hill* series composer Akira Yamaoka was also recently responsible for *Contra: Shattered Soldier's* blazing soundtrack.

SILENT HILL 3

It's not just a dream

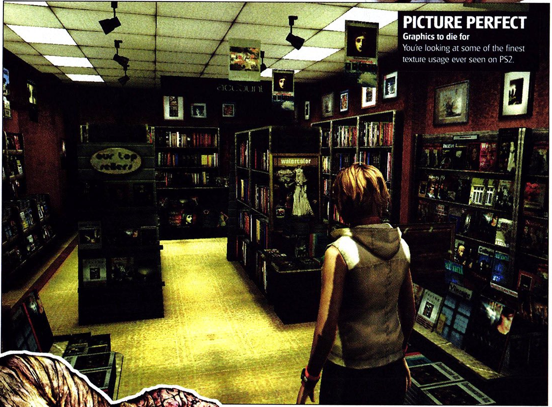


Unlike previous installments, the third chapter in Konami's acclaimed horror franchise starts off with a bang. You, the young girl Heather, appear in a horrific amusement park filled with all sorts of monstrosities. You run. You fight. You die. Then suddenly, you wake up in a cafe and realize it was all just a dream.

Your afternoon at the mall is about to get stranger, though. As you prepare to leave, a mysterious man claiming to be a detective demands to speak to you. A bathroom window proves the perfect escape from this stranger, and down a back alley you run. It's not until you enter one of the mall's side doors that you realize this wasn't a wise decision. Things have changed. No one is around. Except those creatures from your dream...they're now in the mall!

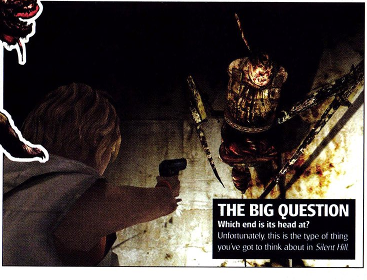
You eventually make your way through the mall until you reach an elevator. Inside, you see Claudia (the freaky white-haired lady we introduced you to last month). She hints that terrible things are ahead. The elevator takes you to a strange place—flesh adorns the walls. Off in the darkness, something lurks. You can tell, because you see it twitching. And so begins *Silent Hill 3*.

Publisher: Konami **Developer:** Konami (KCET) **Release Date:** Summer



PICTURE PERFECT
Graphics to die for
You're looking at some of the finest texture usage ever seen on PS2.

Splinter Inspired?
With your pocket light casting spooky shadows all over the place, *Silent Hill 3* sports a lighting engine so good, it may give the mighty *Splinter Cell* a run for its money. Impressive, considering the *Silent Hill* team swears it's never even seen the Tom Clancy game.



THE BIG QUESTION
Which end is its head at?
Unfortunately, this is the type of thing you've got to think about in *Silent Hill*.

Eliminate
感染拡大
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INFECTION
Part 1
Taking over the world has never been this contagious
PlayStation 2
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TEEN
T
CONTENT RATED BY ESRB
Mature Sexual Themes
Mild Language
Violence

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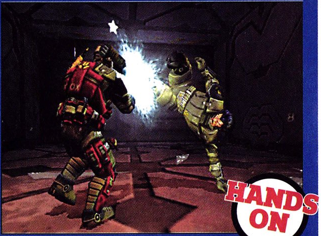
Really, who needs *Resident Evil 4* anyway?

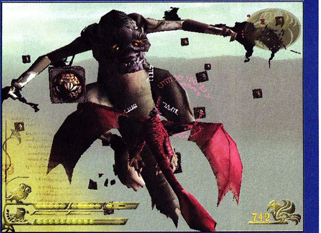


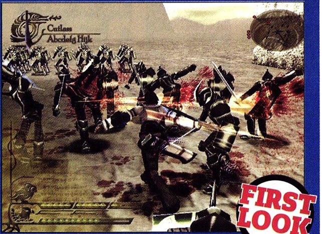
HANDS ON

X2: WOLVERINE'S REVENGE

We've had a chance to sink our claws into *Wolverine's Revenge*, and it appears to have the goods to satisfy mutant maniacs. Remember those kick-ass death animations in *The Mark of Kri*? Imagine them executed by a guy with adamantium claws sticking out of his hands. We're also happy with the way Wolvie can use his heightened senses to move stealthily through levels—it looks really cool!

Publisher: Activision **Developer:** Contraband **Release Date:** June





FIRST LOOK

DRAG-ON DRAGOON

Square Enix's new action RPG boasts both air and ground combat. Ride upon a dragon and fight enemies in the sky à la Sega's *Panzer Dragoon*, take out enemies on the ground via air-to-surface attacks, then dismount and enter into hand-to-hand combat. It sounds cool, to be sure—even though we have absolutely no idea what the title is all about. Let's hope we find out soon.

Publisher: Square Enix **Developer:** Cavia **Release Date:** Fall

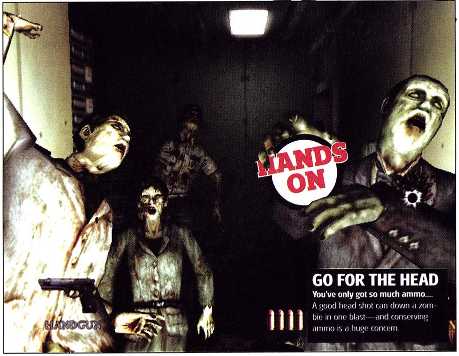
RESIDENT EVIL: DEAD AIM

Survivor no more

No *Resident Evil* game lives in greater infamy than *Survivor* for PS1. A bad game designed for light-gun support in Japan, it grew even worse when post-Columbine America was denied trigger happiness in the U.S. version. *Dead Aim* resembles *Survivor* in the sense that it is indeed a light-gun game—but this time, we're getting an actual *survival-horror* light-gun game. We've milled about *Aim*'s zombie-ridden ship as Bruce MacGavin for a bit, and we've gotta say it: *Dead Aim* feels like *Resident Evil*. You're not simply shooting everything as in *Survivor*—you're running away to conserve ammo, too...and even solving puzzles.

Publisher: Capcom **Developer:** Capcom **Release Date:** June

Bruce confronts this lovely woman early in the game. But is she friend or foe?

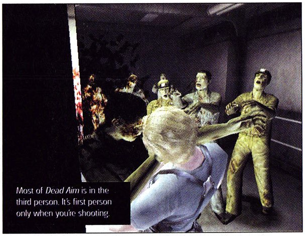


HANDS ON

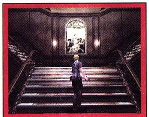
GO FOR THE HEAD

You've only got so much ammo....

A good head shot can down a zombie in one blast—and conserving ammo is a huge concern.

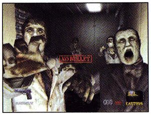


Most of *Dead Aim* is in the third person. It's first person only when you're shooting.

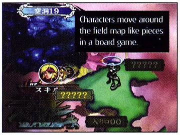


Wandering

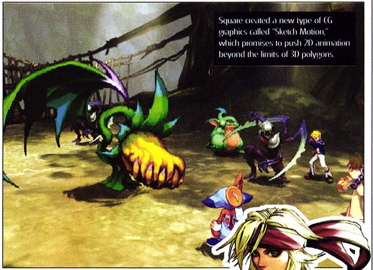
One of the things that makes *Dead Aim* feel like a true *Resident Evil* game is the wandering and exploration. It's very much like any other *Resident*—except the camera always stays behind you.



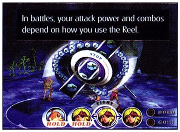
7 The number of playable characters in *Unlimited SaGa*, who are seeking the seven grand menaces, which have something to do with the Seven Wonders of Lore. Seven also happens to be the combined score of the past two PS1 *SaGa* games.



Characters move around the field map like pieces in a board game.



Square created a new type of CG graphics called "Sketch Motion," which promises to push 2D animation beyond the limits of 3D polygons.



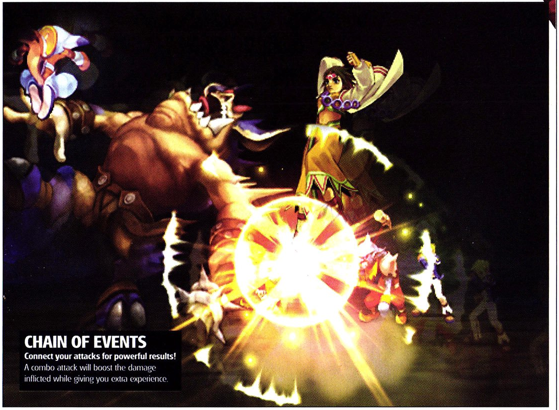
In battles, your attack power and combos depend on how you use the Reel.

UNLIMITED SAGA

Pretty, bold stuff

Square wasn't kidding when it put *Unlimited* in the title of its latest *SaGa* game. After all, this luscious-looking, lavishly hand-drawn RPG promises unlimited possibilities in its battles and story line. Combat is based on a new "Reel" system that functions like a slot machine, adding an element of chance and agility to the strategic setup. You must decide on every turn whether characters will "hold" or "go," and this choice, along with the Reel outcomes, can trigger countless combo attacks. The game also aims to offer an unlimited range of ways for the story to unfold, depending on the paths you choose. At this point, we're not sure if it'll all work (past PlayStation *SaGa* games were disappointments), but the game definitely shows unlimited potential.

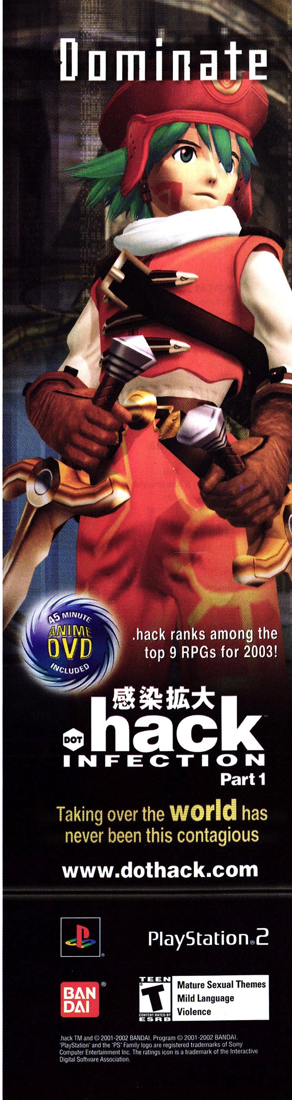
Publisher: Square Enix **Developer:** Square **Release Date:** Summer



CHAIN OF EVENTS

Connect your attacks for powerful results!

A combo attack will boost the damage inflicted while giving you extra experience.


Dominate

45 MINUTE ANIME DVD INCLUDED

.hack ranks among the top 9 RPGs for 2003!

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Part 1

Taking over the **world** has never been this contagious

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Mild Language
Violence

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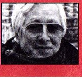
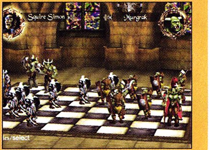
Chess is just better with a troll named Murgrak.

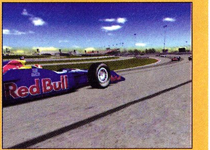
DID YOU KNOW?
The cut-scenes in *Clock Tower 3* are all directed by Kinji Fukasaku, an influence in Japanese cinema since the '60s.



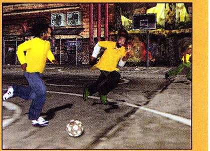
CHESSMASTER
Publisher: Ubi Soft
Developer: Ubi Soft
Release Date: March
It's not just chess—it's also a chess trainer, a chess history book, and a wacky game with cool animated pieces that attack each other.



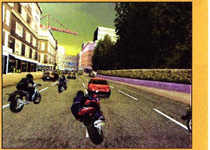
INDYCAR SERIES
Publisher: Codemasters
Developer: Brain in a Jar
Release Date: Spring
As many as 33 Indy cars race at once in this game, at speeds up to 220 mph. Includes 14 tracks, 27 cars, and real racers.



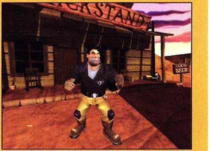
URBAN FREESTYLE SOCCER
Publisher: Acclaim
Developer: Silicon Dreams
Release Date: May
Never seen a street-soccer videogame before? Our gut reaction: There's a good reason for that.



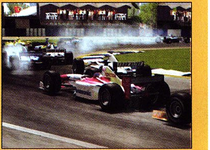
SPEED KINGS
Publisher: Acclaim
Developer: Climax
Release Date: May
Acclaim describes *Speed Kings* as "*Burnout* meets *Road Rash*," so it obviously thinks highly of this arcadey superbike title.

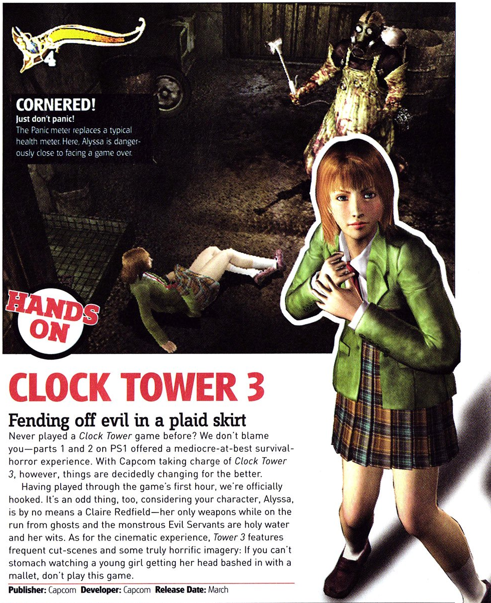


FULL THROTTLE II
Publisher: LucasArts
Developer: LucasArts
Release Date: November
It's cartoon-style adventuring with a gritty attitude and a sense of humor in this follow-up to a mid-'90s PC classic from LucasArts.



GRAND PRIX CHALLENGE
Publisher: Atari
Developer: Melbourne House
Release Date: March
Fully licensed F1 racer with superb handling, four-player splitscreen play, and an extremely reasonable price: just $29.99 for all that.





CORNERED!
Just don't panic!
The Panic meter replaces a typical health meter. Here, Alyssa is dangerously close to facing a game over.

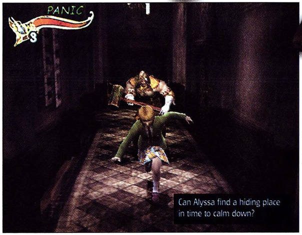
CLOCK TOWER 3

Fending off evil in a plaid skirt

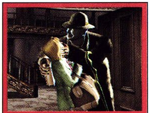
Never played a *Clock Tower* game before? We don't blame you—parts 1 and 2 on PS1 offered a mediocre-at-best survival-horror experience. With Capcom taking charge of *Clock Tower 3*, however, things are decidedly changing for the better.

Having played through the game's first hour, we're officially hooked. It's an odd thing, too, considering your character, Alyssa, is by no means a Claire Redfield—her only weapons while on the run from ghosts and the monstrous Evil Servants are holy water and her wits. As for the cinematic experience, *Tower 3* features frequent cut-scenes and some truly horrific imagery: If you can't stomach watching a young girl getting her head bashed in with a mallet, don't play this game.

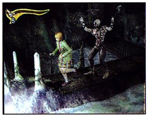
Publisher: Capcom **Developer:** Capcom **Release Date:** March

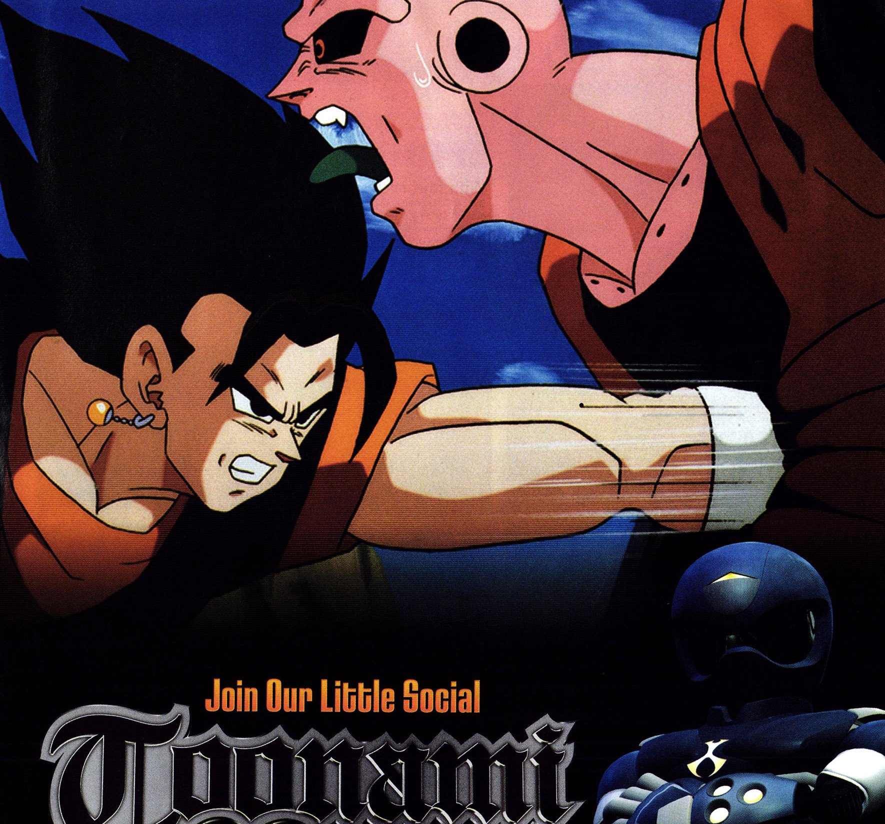


Can Alyssa find a hiding place in time to calm down?



Good Moves
During *Clock 3*'s cut-scenes, the game's motion-capture is some of the best we've ever seen. Here, a mysterious man assaults Alyssa, leads her to believe he killed her "mum"...then leaves....





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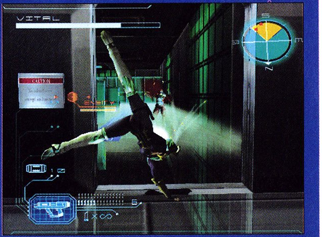
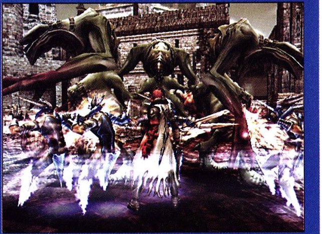
www.blueboxtoys.com/bbi
Go here to see BBI's Cy Girls.
The game is based on its toy line.

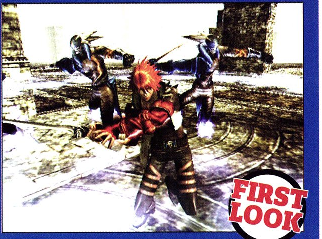


CY GIRLS

Featuring two female leads and employing the graphics engine of *Metal Gear Solid 2*, *Cy Girls* claims fighting futuristic crime has never been so "smart, sexy, and cool." Asuka likes to show off her hand-to-hand ninja skills, while Ice prefers to practice stealth and attacks from a distance. Such is the premise for this cyberpunk action game that has you playing missions with both gals.

Publisher: Konami **Developer:** Konami (KCEJ) **Release Date:** Fall





CHAOS LEGION

Chaos Legion may deceive you into thinking of it as a *Devil May Cry* and *Dynasty Warriors* hybrid—and in some ways, it is. Your character, Sieg, progresses in a linear quest through gothic-looking environments, while hordes upon hordes of supernatural enemies attack onscreen simultaneously. The difference? Sieg calls upon seven legions—be they man or monster—to help obliterate his foes.

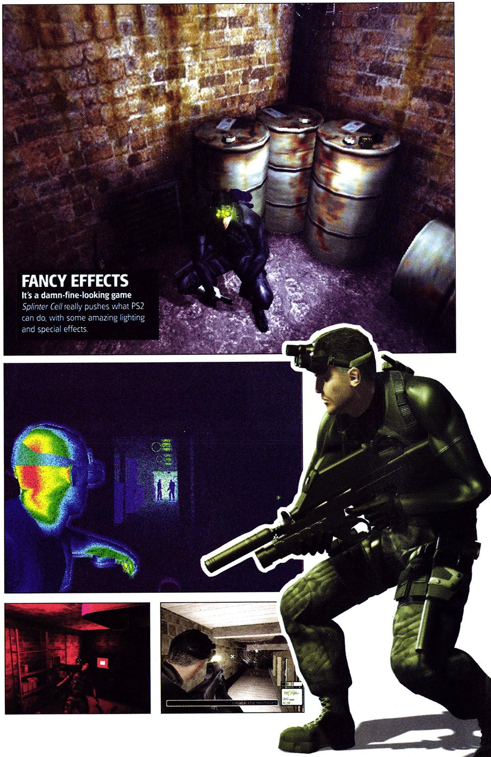
Publisher: Capcom **Developer:** Capcom **Release Date:** July

TOM CLANCY'S SPLINTER CELL

With four exclusive levels

Splinter Cell looked great on Xbox and gave *Metal Gear Solid 2* a run for its money in the stealth-action department. We've known for a while now it's PS2-bound, but this month, we learned that patience pays off: The PS2 version features a number of extras not available on the Xbox original, nor will they ever be available as downloads through Xbox Live. This is exclusive stuff: new levels, new gadgets, new graphical effects, and possibly even new outfits for hero Sam Fisher (voiced by Michael Ironside). Watch out next month for our own *Splinter Cell* exclusive—a cover story. We'll have the first review, plus a playable demo.

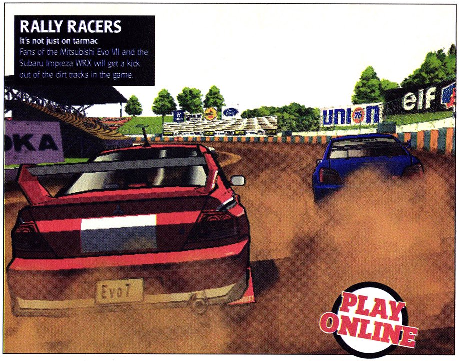
Publisher: Ubi Soft **Developer:** Ubi Soft Shanghai **Release Date:** April



FANCY EFFECTS
It's a damn-fine-looking game
Splinter Cell really pushes what PS2 can do, with some amazing lighting and special effects.

DID YOU KNOW?
"Modellista" is Italian for "designer." And there's a lot of designing to be done in *Auto Modellista*!

10 The total number of PS1 games scheduled for future release as of 1/31/03 (gamestop.com and ebgames.com).



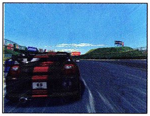
RALLY RACERS
It's not just on tarmac
Fans of the Mitsubishi Evo VII and the Subaru Impreza WRX will get a kick out of the dirt tracks in the game.

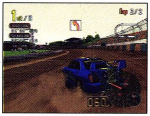
AUTO MODELLISTA

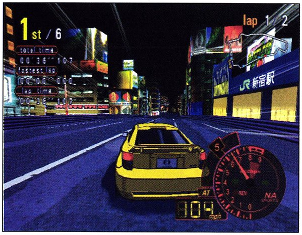
Meet us online, next month

We've waited a long time for *Auto Modellista*, but soon we'll be racing in style both offline and on. Playing *Auto* online is free, but, like *SOCOM*, it requires a broadband connection. It's worth it, though, as all online play we've seen runs without a hitch. Our early copy has also revealed stuff that wasn't in the Japanese release, including nine new cars (all American, like the Mustang and the Viper), three new tracks, and a slightly different feel thanks to an improved physics model that makes *Auto* feel decidedly like a cel-shaded *Ridge Racer*.

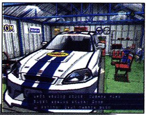
Publisher: Capcom **Developer:** Capcom **Release Date:** March

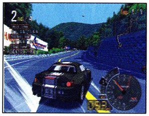


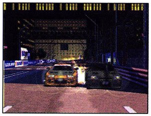




Customize!
Just about everything in *Auto* is customizable. You can tune your car, add crazy wheels and body kits, install insane extra parts, and even design your own paint job. You'll definitely stand out online.







COMING SOON

The latest on what's coming out and when. (Just remember that no release date is ever final!)

MARCH

Aero Elite: Combat Academy	Sega	Flight Simulation
Amplitude	Sony CEA	Frequency 2
Auto Modellista	Capcom	Cel-Shaded Racing
All-Star Baseball 2004	Acclaim	Baseball
Barbie: Treasure in Time	Knowledge	Barbie: Tomb Raider
Batman: Dark Tomorrow	Kemco	Caped Crusading
BattleBots	THQ	Robot Fighting
Chessmaster	Ubi Soft	Chess...Duh!
Choplifter: Search and Rescue	Xicat	Helicopter Action
Clock Tower 3	Capcom	Survival-Horror
Def Jam: Vendetta	EA Games	Hip-Hop Wrestling
Dragon's Lair 3D	Encore	Return of an '80s Icon
Dynasty Warriors 4	Koei	Tactical Action Returns
Evil Dead: A Fistful of Boomstick	THQ	Slaughter the Deadites
Fugitive Hunter	Infogrames	Fugitive Hunting
Gallop Racer 2003	Tecmo	Horse Racing
Grand Prix Challenge	Xicat	Challenging Grand Prix
Gunfighter: Jesse James 2	Ubi Soft	Draw! (Your Guncon2)
Jurassic Park: Operation Genesis	Black Label	Dinosaur Zoo Tycoon
The King of Route 66	Sega	*18 Wheeler* Part 2

The Lost	Crave	An Infernal Adventure
Metal Gear Solid 2: Substance	Konami	*MGS2*: Special Edition
MicroMachines	Infogrames	Mini-Racing
Midnight Club II	Rockstar	Fast and Furious Racing
MotoGP 3	Namco	Superbiking
MLB 2004	Sony CEA	Baseball
MLB SlugFest 20-04	Midway	Baserunner-Punching Sim
MVP Baseball	EA Sports	No More Triple Play
Primal	Sony CEA	A Girl and Her Gargoyle
Rayman 3: Hoodlum Havoc	Ubi Soft	Limbless Platformer
Return to Castle Wolfenstein: OR	Activision	First-Person Shooter
Smash Cars	Metro3D	R/C Racing
Tom Clancy's Splinter Cell	Ubi Soft	Stealth With Style
Tenchu: Wrath of Heaven	Activision	Ninja Stealth Action
World Series Baseball 2K3	Sega	Baseball
World Soccer: Winning Eleven 6	Konami	Soccer
Zone of the Enders: 2nd Runner	Konami	Mech-on-Mech Action

APRIL

Colin McRae Rally 3	Codemasters	Rally Racing
Final Fantasy Origins (PS1)	Square EA	Classic RPGing
Malice	Sierra	Girl-Power Platformer
NBA Street Vol. 2	EA Big	Arcade B-ball
RPG Maker 2	Agetec	Create-A-Game
X2: Wolverine's Revenge	Activision	*Not* a Fighting Game!

MAY

Butt Ugly Martians: Zoom or Doom	Sierra	Butt Ugly Racing
E.T.: Return to the Green Planet	NewKidCo	Intergalactic Botany
Enter the Matrix	Atari	Take the Red Pill
Finding Nemo	THQ	Disney/Pixar-Type Action
Gladius	LucasArts	Strategic Gladiating
The Hulk	Black Label	Hulk Smash!
Indiana Jones: Emperor's Tomb	LucasArts	Archaeology
Lara Croft: Tomb Raider–Angel...	Eidos	Delayed...Yet Again
Mace Griffin: Bounty Hunter	Black Label	First-Person Shooter
Mission: Impossible–Op. Surma	Atari	Spy Game
Road Trip: Adventure Avenue	Conspiracy	Gadget Racing
RTX: Red Rock	LucasArts	Save a Martian Colony

BREATH

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- NEW REAL-TIME, TURN-BASED BATTLE SYSTEM
- 3-D WORLDS EVOLVE TO SUIT YOUR PLAYING STYLE

TEEN
T
CONTENT RATED BY ESRB

Blood
Partial Nudity
Violence

PlayStation 2

CAPCOM

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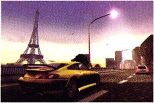
MIDNIGHT CLUB II

Rockstar's hot-rod racer proves the company is far from being a one-trick pony. Following the success of *Grand Theft Auto: Vice City, Midnight Club II* captures the freedom of Rockstar's most famous game and blends it with the attitude of *The Fast and the Furious.* We bring you an exclusive review on page 82, along with tips on how to master the game from the people who made it.

BY JOHN DAVISON



M*idnight Club* was one of those risky projects that ultimately paid off. Released in the United States on the same day as the PS2, its blend of high-speed racing in an open environment (as opposed to enclosed circuits) with what's come to be known as the elusive "Rockstar attitude" helped push its sales into the millions. Its huge popularity eventually propelled it to become one of the first games re-released on Sony's Greatest Hits label. Naturally, a sequel was inevitable—but often, sequels show up a bit sooner than two and a half years after the release of their predecessors. What's up with the wait?

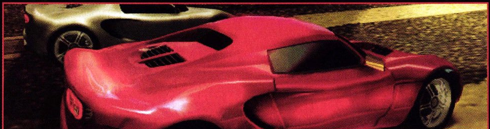
"We put the first game out in September of 2000," says producer Dan Houser (a particularly busy man lately—he's also the producer of *Grand Theft Auto: Vice City*), "and we rolled into the sequel immediately. We learned a lot from the original, and we had a very clear vision of what we wanted to achieve right from day one on this."

And what exactly was that? "We wanted a lot more of every-

HOTROD
hello
OK
RACING FOR PINKS
hotrod
HOTROD
HOTROD
FAST AND FURIOUS
THEY TRICKED YOU
What's it like?
that's what it looks like
ONLINE RACING
and do you know what she said?
half of my money
can help it
GIMME THAT
enough
just TWO FORTY-NINE
ILLEGAL STREET RACING
you're looking for a pistol, right?
OVER HERE
half of my money

thing. We wanted to make the single best street-racing game we possibly could," Houser beams. "Better-handling physics, more speed, better graphics, more vehicles, bikes as well as cars, more interactive environments, and online play (see sidebar 'Game Modes'). Now that we're done, I think you'll find we managed to do all of that and more."

The team responsible for delivering on Houser's ambitious demand for "more!" is Angel Studios, now called Rockstar San Diego since it was acquired halfway through the development of *MC2*. Angel previously worked on a number of Rockstar projects, and on the *Midtown Madness* games for the PC. It should also interest children of the "virtual reality" age that Angel was behind all the computer graphics work in the distinctly average cybernonsense movie *The Lawnmower Man*.



FANTASY HOT RODS

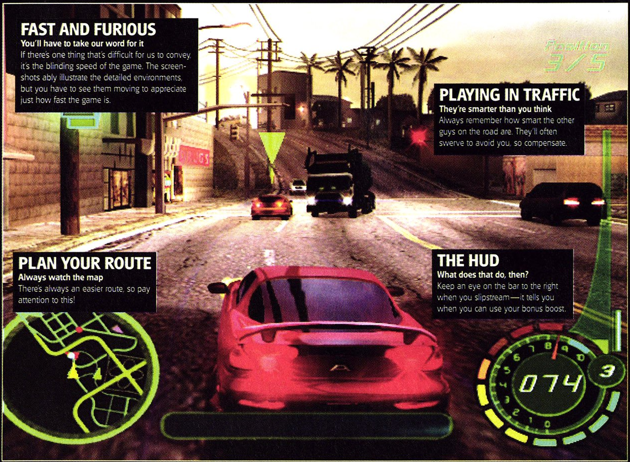
None of the cars are real

They do bear a striking resemblance to actual cars, though. Some more than others.

MAKING A FUN CITY

"With its work on *Midtown Madness*, the team obviously has a lot of experience working with games that feature sprawling cities," Houser explains. "It really

MIDNIGHT CLUB II



FAST AND FURIOUS

You'll have to take our word for it

If there's one thing that's difficult for us to convey, it's the blinding speed of the game. The screenshots ably illustrate the detailed environments, but you have to see them moving to appreciate just how fast the game is.

PLAYING IN TRAFFIC

They're smarter than you think

Always remember how smart the other guys on the road are. They'll often swerve to avoid you, so compensate.

PLAN YOUR ROUTE

Always watch the map

There's always an easier route, so pay attention to this!

THE HUD

What does that do, then?

Keep an eye on the bar to the right when you slipstream—it tells you when you can use your bonus boost.

has a good handle on what can make a city 'fun' to race around, and we worked on making something that focuses on the gameplay. We weren't interested in making accurate replicas of the three cities in the game [L.A., Paris, and Tokyo]—we were much more into making caricatures of those cities."

How do you pull that off and still make it recognizable? "I'm not interested in racing through block after block of boring scenery," Houser tells us. "I want jumps and lots of fun stuff. To do that, we looked at the basic layout of the cities and concentrated on what's important: namely, condensing them so that all the recognizable landmarks are close together, and then fabricating lots of stuff to make the gameplay more exciting."

Check out our review of the game and you'll learn that it's the excitement that really sets *MC2* apart from the majority of PS2 racers out at the moment. Houser agrees. "It's the key to a cool racing game," he enthuses. "We wanted part of the reward for playing the game well to be the kick of adrenaline you get when you finish a race

DICE

The Vin Diesel-type character

The king of the L.A. scene and the toughest driver you face in the first third of the game. He has a sweet ride that looks a bit like a Viper, and he's not afraid to trash it. Especially if he can take you out, too!

GINA

The young, cute one

Although she's only 19, Gina already has friends in all three of the cities in the game. She's not the most competitive driver, and she tends to stick to the most sensible route in each race.

MOSES

The guy with no neck

The first character you face in L.A. is actually quite a nice guy. His car isn't particularly fast, but he teaches you some of the basics as he introduces you to the illegal Midnight Club scene.

ROCKSTAR'S RACING TIPS

FISHTAILING ①

Losing control in a critical moment can thwart an entire race; however, carefully executed collision tactics can force a fishtail on an opponent, possibly making the difference between a win and a loss in those last moments.

BURNOUT ②

Hold down the handbrake (R1) and press the gas at rest or low speeds. When the meter tops out and turns red, release the handbrake. You can also steer the car while burning out to turn in place, which is especially useful on some of the crazier checkpoint races in which you need to be particularly agile.

GAS STATION PUMPS

Clip one of these while trimming the fat off that final curve and you can kiss your car goodbye. Nudge an opponent into a pump, though—now, that's sublime strategy. This is a handy trick if you're trying to shake off the cops tailing you in some of the missions.

SLIPSTREAM TURBO ③

Line up in the wake of the car ahead of you, watching air streams and listening for draft noise. Stay in this sweet spot for a few moments until the meter turns red, and then hit the turbo to slip ahead of your opponent with blinding speed.

①

②

③

④

MASSIVE JUMPS

With the right velocity and power, virtually no distance is unattainable. Don't let dead ends put an end to your performance. Keep an eye out for anything that will work as a ramp. Even stairs will do.

IN THE AIR

When in the air, hold down the weight-transfer button (L1). This alone will adjust your roll. Continue to hold down L1, and you can use the stick to adjust your pitch and yaw.

ON TWO WHEELS ④

Hold down the weight-transfer button (L1) and turn left or right. Continue to hold L1 as you maneuver the car. Releasing the weight transfer, braking, slowing down too much, or colliding will bring the vehicle back down.

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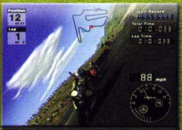
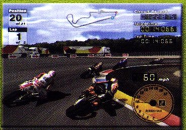
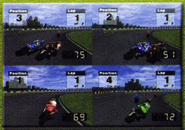
Win for the glory
REPSOL



Real bikes. Real riders. All with updated stats for the new season.



15 of the world's toughest circuits plus 20 all new fantasy tracks.



Challenge up to three of your friends in Multiplayer Mode.

Get closer to the thrills with the new Cockpit View.

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MotoGP3
Official Game Of MotoGP

EVERYONE
E
Suggestive Themes
CONTENT RATED BY ESRB

motogp

PlayStation 2

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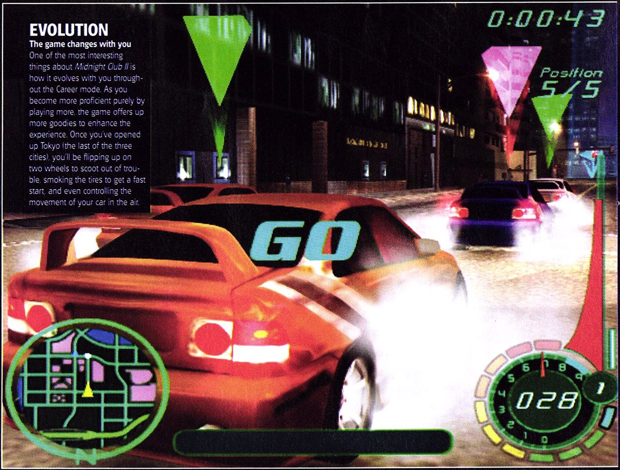
MIDNIGHT CLUB II

just the way you wanted to. It's a difficult thing to design when you're putting a game together, and we found that we had to do a lot in balancing the gameplay. We wanted to make it difficult to master and always slightly too fast for the player, so you get that feeling of being right on the edge and only just barely in control. You have so much to think about, controlling the car or the bike and making tactical decisions."

Unlike most racing games, there's no right way to tackle the races in *MC2*. With the entire city speeding by under your wheels, it's up to you to meet each race's objective as best you can. This usually involves little more than hitting checkpoints in a specific order, so the real skill comes in learning the cities well enough to save time and ensure you win the race. Once you get a feel for the layout, you'll find that smashing through a building and hurtling through an underground parking lot is a handy shortcut that'll help you raze a few desperate seconds off your race time.

"There's a really rewarding feeling when you learn your own route through a race," Houser



EVOLUTION

The game changes with you

One of the most interesting things about *Midnight Club II* is how it evolves with you throughout the Career mode. As you become more proficient purely by playing more, the game offers up more goodies to enhance the experience. Once you've opened up Tokyo (the last of the three cities), you'll be flipping up on two wheels to scoot out of trouble, smoking the tires to get a fast start, and even controlling the movement of your car in the air.

MARIA

The tough chick

The one who's a bit like Letty in *The Fast and the Furious*, Maria doesn't take any crap and will persistently give you a hard time during the races. Don't let her fool you—she's a demon.

PRIMO

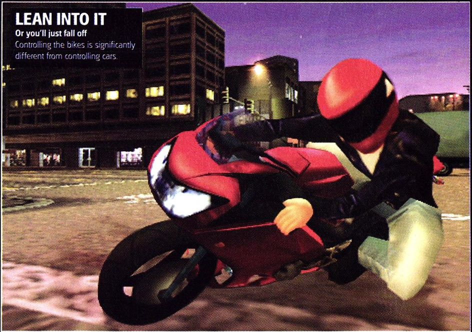
The Italian guy

One of Gina's many pals (although it's not clear how close they are), Primo is a very professional driver with a hot temper. If you bang into him or knock him off the road, he'll hunt you down.

BLOG

The Brit

Another friend of Gina's (what is it with that girl?) and another fiery European who won't think twice about running you off the road if you give him a hard time during a race.



LEAN INTO IT

Or you'll just fall off

Controlling the bikes is significantly different from controlling cars.

ROCKSTAR'S BIKER TIPS

THE LEAN TURN

A fundamental skill to learn early on. Hold down the weight-transfer button (L1) and steer left or right. This will make you lean in for a sharper turn. This is the preferred method for turning instead of handbrake drifting.

NOSIES, ETC.

Hold the L1 button and push the left stick forward. Apply the normal brake. The bike will balance on the front wheel. Not always that useful, but it looks cool and chicks love it. Maybe. It looked cool in *GTA: Vice City*, too.

DUCK!

Hold down L1 and push forward on the left stick. This will increase the top speed of the bike by reducing drag.

WHEELIE

Hold down L1 and pull back on the left stick. This will get you going 20 mph faster. Pulling back too much will cause the rider to fall off, which you obviously don't want to do. Push forward or release the weight-transfer button to return the bike to normal.

JUMP OVER CARS

If you're racing in Paris on a bike, pop a wheelie and then ride directly toward the front of one of the small cars that looks a bit like a Mini. Instead of flying off the bike, you'll jump right over the car! You might want to practice this one a bit and make sure you're careful with how you handle weight movement in the air (use L1 for that).

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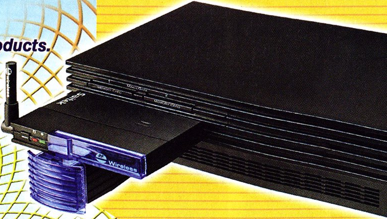
In other words sit back, relax and play with no cords, wires, strings or nagging girlfriends attached!

GameSpy

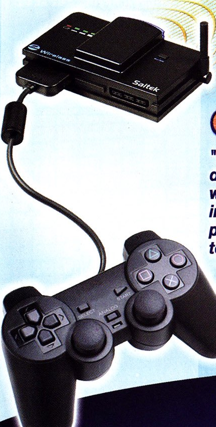
"Another stellar accessory from Saitek. ...works great with no perceivable lag in response time"

GamesDomain

"No need to buy new wireless products. It's wireless with rumble! Highly responsive. Recharger built in"



WOW!
WITH-OUT-WIRES



Receiver

Transmitter

Power Pack into Transmitter

GamersPress

"...no problems at all, no lag, not even a damned twitch to indicate that the controller was not plugged into the system. Simple, intelligent & incredibly effective. I can now place my PS2 where it belongs & not have to sit so close to the TV - for the first time!"

GameZone

"This is an excellent system, a must have for PlayStation®2 owners!"

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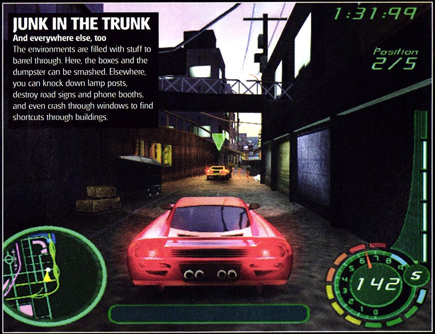
Saitek

MIDNIGHT CLUB II

says. "The key to our design work was ensuring that there was plenty of depth. Everyone plays each race differently, and that's the beauty of it."

THE ROCKSTAR ATTITUDE
"It was important to us this time to make the best street-racing game we could," Houser reiterates, "but it was also important that it have that special something that makes this a Rockstar game." To illustrate, Houser cites the unique structure of the races, the collection of cool cars you can obtain (31 vehicles, including three types of cop cars and three motorcycles), the compelling characters, and, just as important, the music.

"Everything's linked with the reward system in the game's Career mode," Houser notes, "so when you beat someone and win their car, you also unlock the music associated with them so you can use it in Arcade mode. Everything is ultimately tied in with the vehicles, and building up your collection of these great rides is part of the fun."



JUNK IN THE TRUNK
And everywhere else, too
The environments are filled with stuff to barrel through. Here, the boxes and the dumpster can be smashed. Elsewhere, you can knock down lamp posts, destroy road signs and phone booths, and even crash through windows to find shortcuts through buildings.

PLENTY TO KEEP YOU BUSY
GAME MODES
As is the fashion these days, *Midnight Club II* spices things up when it comes to the different modes. This isn't just a case of running races or doing time trials. The two basic modes of play, Career and Arcade, break down as follows:

CAREER MODE
Earning respect (like Vin Diesel says) is why racers brave the Midnight Club, and winning races is the only way to claim it. Some races allow you to swipe your opponents' cars while developing your skills as a racer. Career mode is the only way to unlock new vehicles and cities as well as the soundtracks associated with them.

CAREER RACES Replay any of the races you've unlocked in Career mode but fine-tune the race settings and opponents.

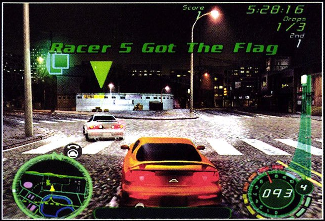
ARCADE MODES
The following can be played as two-player split-screen games, four-player iLink matches, or eight-player blowouts via LAN or Internet.

CRUISE Get a feel for a city or a new car, test how weather conditions affect handling, hunt for shortcuts, or just nail the gas and do donuts.

CIRCUIT Circuit mode lets you race through the streets of any city you've unlocked: L.A., Tokyo, or Paris. These are longer races throughout a city; as the name suggests, you're essentially doing laps.

BATTLE MODES (CAPTURE THE FLAG AND DETONATE) Battle mode offers three multiplayer game options that let you face off against friends: split-screen two-player, four-player iLink, and up to eight online. The rules are pretty straightforward, but to spice things up, these modes feature power-ups that let you wreak havoc on your opponents. Turn invisible, inflict "quad damage," get extra nitro boosts, reverse your opponents' steering, swap positions with another player, or even cause another player to accelerate uncontrollably.

RACE EDITOR Play races you have designed.



ROCKSTAR'S
ONLINE TIPS

MAKE YOUR OWN GAME
With the open city layout, you can create your own games when racing online or via linked multiplayer. Here's one we really like: Have a few friends choose muscle cars (the 1971 Bestia), and one person choose a bike. The biker needs to simply escape the muscle cars, which attempt to run him/her over.

TEAM UP!
When playing online, make sure you and a friend are in the same race. Then team up to wreak havoc on the faceless challengers from around the globe! Hide around corners, throw on the brakes right in front a competitor, or work together to slam people against walls!

SCREW WITH YOUR OPPONENT
In multiplayer battle modes, always try to pick up the reverse-steering icon when you hit the power-ups—it's easily the coolest and most obstructive weapon. Repeated use may lose you some friends, though, as it's super annoying. Our other fave is the one that messes with your opponents' accelerator.

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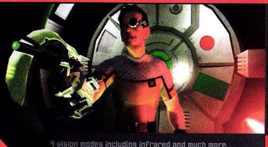

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TEEN T CONTENT RATED BY ESRB
Violence
Blood
Mild Language
Suggestive Themes

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REVIEWS

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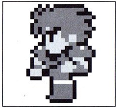
MEET THE CRITICS

JOHN DAVISON
Midnight Club 2 has affected John deeply. We expect him to get arrested soon.
Current Favorites: *Midnight Club 2, Winning Eleven 6*
Favorite Genres: Driving, killing, illegal street racing

GAR-GI-OH!
After solving an ancient Egyptian puzzle, Gary transformed into Yami Gargi, Reviewer of the Crap.
Current Favorites: *FFII*
Favorite Genres: RPG, Platformers, annoying Chris

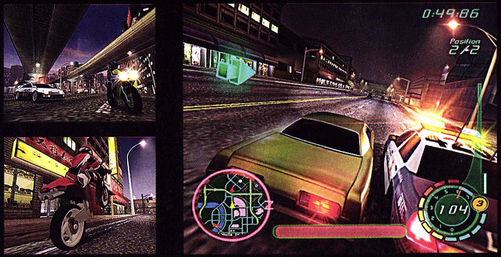
JOE RYBICKI
Having spent too much time in *My Street*, Joe has transformed into a whiny brat.
Current Favorites: *SOCOM, Amplitude, Robin Hood: DotC*
Favorite Genres: FPS, Puzzle, Adventure



CHRIS BAKER
C-Bake played through *Final Fantasy* for time No. 7 this month...and *never* got bored!
Current Favorites: *Origins*, hating Gary for berating *FF1*
Favorite Genres: Action, Adventure, Sports, Strategy

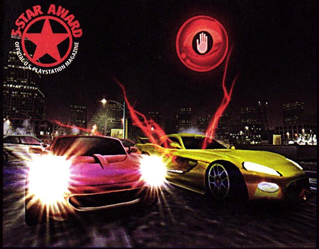
SAM KENNEDY
This month, Sam decided to turn 24. He also decided to look older. Or at least try to.
Current Favorites: *Breath of Fire: DQ, Guilty Gear X2*
Favorite Genres: Fighting, Action, RPG

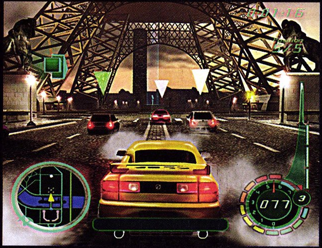
TODD ZUNIGA
Reasons to celebrate: *High Heat, Winning Eleven 6,* and OpiumMagazine.com is 2!
Current Favorites: *Street Vol. 2, High Heat, NHL 2K3, Winning Eleven 6*
Favorite Genres: Sports



MIDNIGHT CLUB II

Experience the natural high of adrenaline





Publisher: Rockstar
Developer: Rockstar San Diego
MSRP: $49.99 **ESRB:** Teen
Online: Broadband only

As the resident car loon, I can at times become a walking cliché when it comes to discussing the things I like about racing games. Cool cars, *speed*, crazy oversteer, *speed*, long races, *speed*, burning rubber...the list goes on. If it gives the feeling of a car chase from *Starsky and Hutch*, then I'm digging it. Since *Gran Turismo 3*, the best racing game I've played has been *Need For Speed: Hot Pursuit 2*, and my love for it was mainly due to the fact that it was pendulously endowed with the things featured in that list above. *Midnight Club II* could have been designed with my specific tastes in mind. It is, in a word, *crazy*. Crazy fast, crazy tough, crazy feeling, and, most important, crazy fun.

Anyone who has ever been in a real car, going really fast, knows the thrill of gut-wrenching speed. Your insides crawl their way up to the back of your throat, your adrenal gland zips into overdrive, and you start buzzing from the natural high. I've been reviewing videogames for a lot longer than is probably healthy, and I can count on the fingers of one hand the number of games that have produced any kind of reaction even remotely comparable. One of them was *R360* (the arcade version of *Afterburner* that physically tipped you upside down and made you want to hurl), but I think *MC2* is the first PS2 game to really get my heart racing. If you really get into this, your adrenal gland will start juicing out its stuff so much that you'll actually feel that buzz. How is this possible? Well, it's mainly due to the enormous amount of pressure the game places on you. You progress only if you take *first place* in each race, y'see, and every challenge you face is almost overwhelmingly sizeable. On top of this, the races all take place in cities as open and intricate as those in *GTA*, so you feel the thrill from not only trying to win but also discovering new routes and clever techniques to outsmart the other racers. The icing on the cake is the fact that your opponents give an impression of awareness that's downright spooky. They mess up in believable ways, and even cop an attitude with you if you cause them problems. It makes for a tremendously competitive environment. Races can take up to seven minutes to complete (this may not sound like much, but it's actually pretty long when you're not just going 'round and 'round a boring racetrack), and the balance of power can shift significantly based on who makes the right moves at the right time. Every-thing happens so quickly, you really get the feeling that messing up will be downright disastrous.

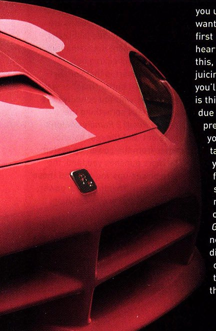
Now, for some, the pressure may prove too much. I know some people who'd suggest that *MC2* is simply "too hard"—but it's not. In most racing games, if you screw up, you keep repeating yourself because the options for changing tactics are so limited. In *MC2*, you can completely change the way you race, to the point where you can totally alter the route you take to meet your objectives.

With all of this excitement, and the huge number of options and extras available to you, I have to say that *MC2* is probably the best new racing game to come out in a long, long time. There's an awful lot for you to work through in terms of gameplay, and the difficulty will make you feel like you're getting your money's worth.

John Davison

★★★★★

> **"Your adrenal gland will start juicing out its stuff so much that you'll actually feel that buzz."**



Racing Online

Although there's plenty to keep you occupied in the single-player game, there's also a lot on offer for multiple players. Split-screen two-player is fun, but nothing beats the eight-player action offered online. As with a lot of upcoming online PS2 games, *MC2* is broadband only—but given the speed, it's easy to understand why.

As we showed you in the cover story, all of the game's arcade modes are available online, and they vary in complexity from simple races to elaborate challenges. My personal favorite online mode is a straight eight-player race from checkpoint to checkpoint (does that make me boring?). However, the Devastation game has plenty of potential, too. In this mode, all players chase after a detonator, which must then be taken to a checkpoint where it will set off a bomb that destroys every other car. Once it's collected, all players chase after the car carrying it, and anyone can "steal" the device and race to the checkpoint. It's a little like some of the modes in *Twisted Metal: Black Online*, only at warp speed. It forces you to really get to know the cities, and I have to say, I enjoyed it a lot more than the simpler Capture The Flag game that has you bouncing between checkpoints.

RATED

PS2 GAMES

84	Aero Elite	★★★
95	All-Star Baseball 2004	★★★
84	Black & Bruised	★★★★
84	Breath of Fire: DQ	★★★★
87	Cabela's Big Game Hunter	★★½
86	Def Jam Vendetta	★★★★
88	Final Fantasy Origins	★★★½
87	Fisherman's Challenge	★★
94	High Heat MLB 2004	★★★★★
87	HSX: Hypersonic Xtreme	★★½
90	The King of Route 66	★★★
87	MGS 2: Substance	★★★★★
114	Midnight Club II	★★★★★
95	MLB 2004	★★★
96	MLB Slugfest 2004	★★★★
90	Moto GP3	★★★★½
96	MVP Baseball 2003	★★★½
90	My Street	★★★
92	Rayman 3: Hoodlum Havoc	★★★½
92	Tenchu: Wrath of Heaven	★★★
92	Vexx	★★
97	World Series Baseball 2K3	★★★★
100	WS: Winning Eleven 6 Int'l	★★★★★
98	Yu-Gi-Oh!: DOTR	★★½

PS1 GAMES

98	Gekioh Shooting King	★★★★
98	Superstar Dance Club	★★½

PERIPHERALS

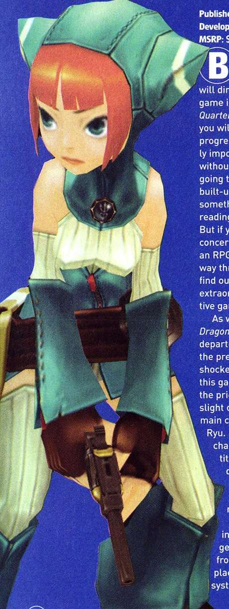
100	i-Glasses HRV	★½
100	Scorpion 3 Light Gun	★★★½

"Ryu" means "dragon."

DO YOU HAVE "BREATH OF FIRE"?
Possible causes of chronic halitosis include tooth decay, stress, and "heavy metal accumulation."

BREATH OF FIRE: DRAGON QUARTER

More like breath of fresh air



Publisher: Capcom
Developer: Capcom
MSRP: $49.99 **ESRB:** Teen

Before I dive into this review, there's one thing I need to point out, as it will directly indicate whether this game is for you: In *Dragon Quarter*, there are times when you will die and not be able to progress further. It'll be physically impossible for you to continue without restarting your game and going through it again with your built-up stats. If this sounds like something you can't handle, stop reading this review right now. But if you can open your mind concerning what's acceptable in an RPG (such as restarting midway through), please read on to find out about one of the most extraordinarily deep and innovative games I've ever experienced.

As we've stressed in the past, *Dragon Quarter* marks a huge departure for the series. Fans of the previous games will be shocked when they see how little this game has in common with the prior four, aside from some slight consistencies, such as the main character being named Ryu. I, for one, welcome the change. The *Breath of Fire* titles have always been solid diversions—games I'd play while waiting for the next *Final Fantasy*—but nothing more. *DQ* changes that.

Here's a game that introduces new ideas to the genre, drawing inspiration from the most unexpected places. *Dragon Quarter*'s save system mirrors *Resident Evil*'s typewriter ribbons, and the game's limited item inventory is also similar to that of its fellow Capcom franchise. *Dragon Quarter* does, however, takes several liberties. For example, it doesn't have any healing spells. This creates a rather interesting game of resource management and strategic planning.

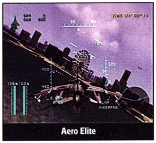
Another surprise is *Dragon Quarter*'s impeccable battle system, which blends turn-based strategy with action elements. Everything about the battles is well thought out, offering you an almost unending number of possibilities. I've never before been so engulfed by the battles in an RPG. You're also able to change into your Dragon form here, but there's a catch: You have a meter that counts up each time you change form, and there is no way to lower this number. Reach 100 percent and you die.

But what most astonishes me is *Dragon Quarter*'s incredible story—a thoroughly engaging tale about members of an underground civilization trying to reach the earth's surface. Rarely have I been so inclined to keep playing an RPG. I *had* to find out if the game's characters would make it. Best of all, though, is the Scenario Overlay system, which allows you to gain new story segments as you replay the game.

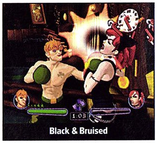
Factor in a wonderful soundtrack from *FF Tactics* composer Hitoshi Sakamoto and you have the sleeper RPG of the year.

Sam Kennedy

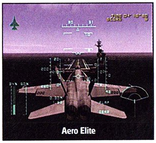
★★★★



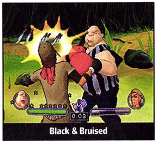
Aero Elite



Black & Bruised



Aero Elite



Black & Bruised

AERO ELITE: COMBAT ACADEMY

Publisher: Sega
Developer: Sega AM2
MSRP: $49.99 **ESRB:** Everyone

After playing *Aero Elite*'s Arcade mode for a few hours (and beating it), I was prepared to dismiss the game as a wholly mediocre flight sim, with next to no memorable traits.

But then I fired up the Training mode, and beneath the requisite basics (take off, turn, land), I discovered a level of depth most console flight games never even touch. Once you get into the advanced training, the game teaches you how to fly like a fighter pilot: how to stay locked onto a guy who's flying slower than you; the quickest way to get behind someone who's tailing you; Immelman turns; touch-and-goes; dive bombing—and that's not even mentioning the helicopter and VTOL (vertical take-off and landing) training. By the time you complete the training curriculum, you feel like you've developed the skills to excel in any flight game.

Trouble is, there's not much incentive to show these skills off in *this* game. The main problem is that there's just no sense of speed. You can be going Mach 1.2 and it feels like you're driving a charter bus. Uphill. Against the wind. In a foot of snow. Towing another charter bus.

Related to this is the fact that none of the aircraft—not even the smallest and most nimble—seems to handle with anything approaching quickness. This makes it easy to pick off enemies, easy to die by plowing majestically into the ground, and hard to keep playing. A nice change for flight nuts, though.

Joe Rybicki

★★★

BLACK & BRUISED

Publisher: Majesco
Developer: Digital Fiction
MSRP: $49.99 **ESRB:** Teen

Who's going to do the dishes? Don't flip a coin—fist fight. Who's going to run to the store to pick up a gallon of milk? Don't talk it over—throw a punch. Who's going to clean the bathtub? Let a knuckle sandwich be the deciding factor. With *Black & Bruised*, there's no longer a reason to argue or complain. This slick-looking surprise should come in handy to settle all domestic and roommate disputes from now on. It's fast, zany, easy-to-learn, and makes a real problem-solving tool.

If you're relationship-free, even better! The Boxer's Life mode is a one-player Story mode that's so wacky, it'll have you in stitches. Usually, when you say *Story mode* and *boxing game* in the same sentence, it's some drip fighting his way to the top. Not here. You'll truly jump into a boxer's life once you choose one of the game's 18 personalities. All the stories are unique: Some include jailbreaks, others apartment break-ins—and all are worth checking out.

The best part is that some jittery-fingered button-masher won't necessarily win. You actually have to box. That's something the arcadey *Ready 2 Rumble* couldn't figure out. But the real balance comes from the power-up system. The more punches you land, the more power-ups you get, and those power-ups turn into speed, power, and health, but in eye-catching, cartoony ways.

Rent this for a surprise. If nothing else, it'll keep you out of meaningless fights.

Todd Zuniga

★★★★

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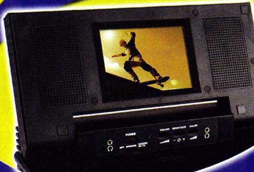

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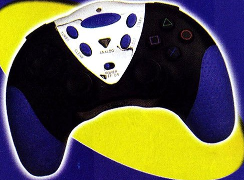

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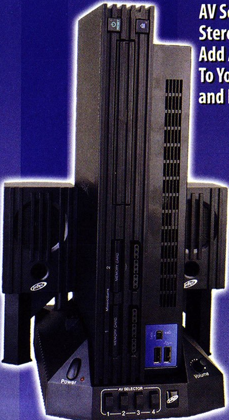

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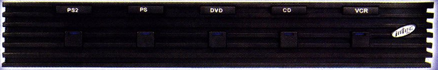

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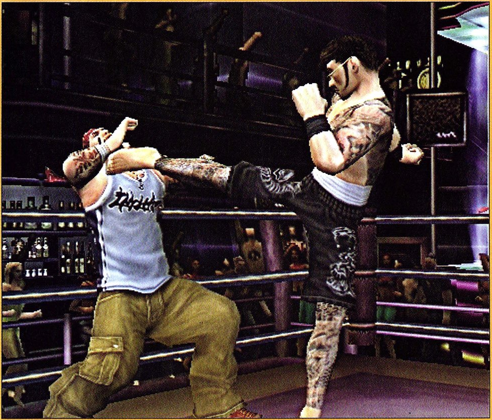
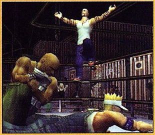
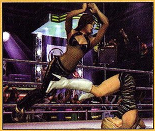
It stands for "Ladies Love Cool James."

DID YOU KNOW? When Rick Rubin killed Def American and launched American Recordings, he hosted a full New Orleans–style funeral.







DEF JAM: VENDETTA

This wrestler's definitely worth rappin' about

Publisher: EA Big
Developer: EA Canada
MSRP: $49.99 **ESRB:** Teen

Three parts brawler and one part hip-hop video, *Def Jam: Vendetta* is clearly PS2's best wrestler.

I hear scores of you moaning with disapproval. And that's fine if you're a fan of hot-waxed, buff men sporting leotards (aka the WWE). But for those of us who reserve our Monday and Thursday nights for something other than soap-opera hijinks *and* still like a good tete-a-tete, there's *Vendetta*. Here, you've got a wrestler that puts gameplay before pageantry, offers action in place of entrance videos, and prizes super-sized special moves over the all-flair-but-no-pain People's Elbow.

Plus, there's a story. And while the story isn't Pulitzer-worthy, it'll keep you battling through to the finale, which is when...well, I won't ruin it for you.

The story starts with you picking a hero who's returning to his old stomping ground (get it, a pun!) to help out an old friend who owes dangerous a man some money. His life's in danger, and since your old pal can't fight, you're drawn into an underground fight-club atmosphere ruled by money, power, gold chains, and cornrows. While the machismo gets laid on thick, it all works together here. After all, this game's backed by a rap label.

The key to *Vendetta*'s success (I mean, seriously, rappers *wrestling?*) is that it's fast, fluid, and features an almost perfectly balanced wrestling engine. There are dozens of fighting styles, and the more you win, the more money you make, which you can use to augment your wrestler's attributes. You can go with a speedster, a grappler, a power-move expert, or a defensive specialist.

But no matter who you're wrestling, the tougher opponents are going to make you work for a victory. As in the old-school WWF (I'm talking 1985 here), the match momentum swings back and forth like a pendulum.

> **"It's fast, fluid, and features an almost perfectly balanced engine."**

Of course, I haven't talked about the rappers yet. That's because they're secondary. *Vendetta*'s a great game because of the way it plays. But speaking of the rappers, I wish the game taught me more about them. I know most of the particulars about these artists because I wrote last month's cover feature. I had to work for it. If you buy this game and you don't know who these guys are, you'll have to work for it, too. That bums me out. Some of these dudes are huge parts of hip-hop culture, but if you don't know that going in, you still won't know it when you're done.

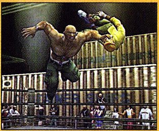
As for other beefs, the combo system doesn't make much sense to me, and tag matches are just free-for-all knucklehead-fests. The four-way match is fine (far away, but fine) if you have a Multitap, but it does little for Story mode.

My biggest gripe about the game (besides the title), is the mismanaged music. First off, there are only 18 tracks—*Vice City* has 79, *Hawk 4* has 35. I know it's tough to license tunes, but whatever amount of work was done here wasn't enough—especially with the title declaring this a Def Jam game. Second, I'm a nascent hip-hop lover and I found myself spending more time messing around in the front end than wrestling. Why? Because the in-game beats are lyric-free. An odd choice, given the premise.

Still, all things considered, EA Big's done it again. This is the first step to a sure-knockout franchise.

Todd Zuniga

★★★★



DEF JAM 101

April 1984: With an initial investment of $2,500 apiece, Russell Simmons and Rick Rubin start Def Jam Recordings in Rubin's NYU dorm room.

October 1985: LL Cool J's album *Radio* is the first album released on Def Jam Records. It peaks at No. 6 on Billboard's R&B Album chart.

1987: Def Jam releases Public Enemy's debut album, *Yo! Bum Rush The Show*.

1988: The Beastie Boys leave Def Jam for Capitol Records following a dispute over unpaid royalties.

1988: Rick Rubin parts with Def Jam and starts a new label called Def American, now American Recordings, home to Johnny Cash and Slayer.

1991: Nikki D, Def Jam's first female MC, releases her debut album, *Daddy's Little Girl*.

1992: Def Jam releases Redman's *Whut? Thee Album*.

March 1992: *The Russell Simmons Def Comedy Jam* debuts on HBO.

March 1993: Simmons introduces the Phat Farm clothing line. In its first year, the New York City store grosses $2 million.

September 1994: Def Jam parts with distributor Sony and sells 50 percent of Rush Communications to Polygram for an estimated $33 million.

1994: Method Man signs a solo album deal with Def Jam.

April 1995: Montell Jordan's *This is How We Do It* starts a seven-week run at No. 1 on Billboard's Hot 100, marking Def Jam's first No. 1 pop hit.

November 1997: Jay-Z releases "In My Lifetime, Vol. 1" on Roc-A-Fella/Def Jam, selling over a million copies.

June 1998: DMX debuts at No. 1 on The Billboard 200 with *It's Dark and Hell Is Hot*, knocking Garth Brooks from the top slot.

1999: Ja Rule releases his debut, *Venni Vetti Vecci*.

TRUE STORY: We once got a phone call from a woman who was angry at *OPM* because we "didn't make no deer hunting games."

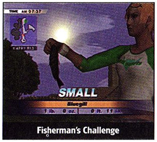
Scientists are developing real stealth camouflage with a clever use of cameras and projectors.

Cabela's Big Game Hunter

Fisherman's Challenge

HSX: Hypersonic Xtreme

Cabela's Big Game Hunter



Fisherman's Challenge

HSX: Hypersonic Xtreme

CABELA'S BIG GAME HUNTER

Publisher: Activision
Developer: Sand Grain Studios
MSRP: $29.99 **ESRB:** Teen

Being the resident Wisconsin redneck garnered me the "honor" of reviewing this gem. Then again, I'm the only *OPM*er whose dad hacked through a pile of carcasses to cut the head off a beaver, boil down the skull, and give it to me as a Christmas gift. I kid you not.

Growing up, we always had a Cabela's catalog in our house. I used to hunt, but I wasn't too good. Dad never asked me to go again after I puked in his hunting boots and then accidentally discharged my rifle, nearly blowing off the top of my foot. So I thought this game might actually redeem a few points on my Man Card. I was wrong.

Big Game Hunter has features that seem like a perfect match for real hunters: You can unlock locations around North America and kill over 20 big game. Too bad you never *really* get a visceral kick from any of it. In fact, being attacked by a polar bear simply sends you back to your cabin after a warden finds you unconscious! The real hook supposedly comes from customizing how you track and kill big game, but that falls flat, too. Purchasing different bows, guns, lures, and stands is supposed to change the experience, but they all seem the same in the end.

True hunters will see nothing but shortcomings. While the game tries to make tracking difficult and realistic, running as fast as a deer and shooting it with a pistol isn't. Things like this instantly take you out of the game—and you'll never get back in.

Jason Babler

★★½

FISHERMAN'S CHALLENGE

Publisher: Konami
Developer: Konami Osaka
MSRP: $29.99 **ESRB:** Everyone

I've played more than a couple fishing games in my 6½ years here at Ziff, and I can honestly say that none of them have bored me out of my mind as much as *Fisherman's Challenge*.

Now, I should point out that I'm not exactly what you'd call a hardcore fisherman. That's significant because it's conceivable—albeit barely—that someone who's fairly serious about the sport of fishing might find a lot more of interest in *Fisherman's Challenge* than I did. The game has a little more depth than its arcadey predecessors.

The big innovation is in the hook-strength area: As you're reeling in a fish, you'll have to move the rod up, down, left, or right—like in most fishing games. The difference here is, unless you move *immediately* when the game tells you to, the hook loosens up a little in the fish's mouth. Then, when you try to get the fish into the boat, you have to match up a slider in your hook-strength meter—so if you've let the hook loosen up too much, you'll need a lot more precision as you're trying to bring the fish into the boat. It's a solid idea, and it makes things a bit more tense.

The problem is, the game's missing what makes fishing games fun: *fish*. There just aren't remotely enough of them around, and it makes the game more of a boating simulator than anything. Why would I want to play a game that consists mostly of *waiting*? I can do that for free, and I don't even need to be in front of the television.

Joe Rybicki

★★

HSX: HYPERSONIC XTREME

Publisher: Majesco
Developer: Blade Interactive
MSRP: $9.99 **ESRB:** Everyone

When the best thing a game can boast on its cover is "Featuring the Xclusive TrakEditor!!!" you know you've got problems. But in all honesty, this TrakEditor (one word, no "c"—meaning it's really hardcore!) is actually worth the hype the box gives it. Ever wish you could create your own courses in a futuristic racer? *HSX* allows you to do so with surprising depth and little difficulty.

Unfortunately, this is really the only thing *HSX* has going for it. Just about every aspect of the game is mediocre and has been done better plenty of times before. You've got your dull graphics (with textures that look like they could have come straight out of a PS1 game), your obligatory techno soundtrack (and a very uninspired one at that), your standard weather effects (which obscure your vision so much, the whole thing becomes nearly unplayable), and your set of enemy drones to compete against (the term "compete" used loosely).

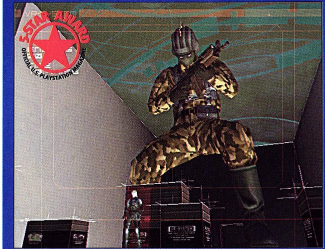
Basically, it comes down to this: If you think toying around with the track editor sounds like $10 worth of fun, check this out. If not, don't bother. It's your dough, so you decide.

Sam Kennedy

★★½

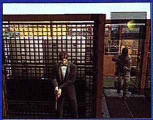
Dare to Compare

Extreme G III	★★★★
HSX	★★½
Kinetica	★★★★½
Wipeout Fusion	★★★★½



METAL GEAR SOLID 2: SUBSTANCE

Publisher: Konami
Developer: Konami
MSRP: $49.99 **ESRB:** Mature



Scoring for this game was the easy part. The original *MGS2* was a great game that well deserved its 5-star rating—and this new version is the same game with about a zillion extra bits, so how could it not get the same score? The real dilemma concerns the fact that the original version was recently released as a Greatest Hit. So, if you're new to the franchise, do you buy the cheap version or stump up the additional $20 for the super-enhanced two-disc set? (It's an easier call if you already have a copy of *MGS2*, in which case I'm sure you can get by just renting *Substance* for a couple nights.)

What does *Substance* offer? Aside from a modern classic with glorious graphics, a stirring soundtrack, sublime voice acting, and a great story (though with a somewhat dubious ending), you get a ton of extra worthwhile stuff. There are no boring extras you'll never watch, like you'll find on some "special edition" DVDs.

First up are the Snake Tales, a series of missions that take place on the Tanker and Big Shell. After you've been subjected to 10 hours of playing the main story as the decidedly nauseating Raiden, you can cleanse the palate with these. Given that Snake is the ultimate videogame stud, it's great to work through some new objectives with his gritty perspective. The bad news for some is that these missions are a touch on the tough side. You really only stand a chance if you've fully familiarized yourself with the main game and are completely comfortable with all the controls. In other words, don't hit the Snake Tales first—they'll just tear you a new one.

The real meat of *Substance* is the enormous number of VR Missions that present a broad variety of challenges. You can spend more time playing these than you do the main game, doing everything from sneaking around and shooting stuff to protecting a plate of food using a sniper rifle. Objectives are simple and straightforward, but the design is simply inspired in places. Interestingly, the VR Missions also have a genuine "training" effect. Once you master them, you can tackle the Snake Tales with a lot more confidence.

Back to that dilemma: to buy or not to buy? Ultimately, I think *Substance* packs in a helluva lot of gameplay. For my money, I'd take it over the Greatest Hit.

John Davison

★★★★★

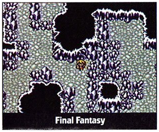
FINAL FANTASY ORIGINS PS one

Everything old isn't quite new again

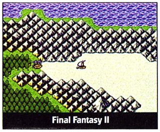
Publisher: Square EA
Developer: Square
MSRP: $29.99 **ESRB:** Teen

Do me a favor and ignore the score at the bottom of this review. Simply said, *Final Fantasy Origins* is a must-have title for any RPG lover—no matter how casual or passionate your devotion to role-playing games.

If, say, you fancy yourself a hardcore *Fantasy* fanatic, you *know* you've dreamt of a package like this since you first drooled over the Japan-only *FFI* and *FFII* WonderSwan remakes (and if you know what I'm talking about, then you officially qualify as hardcore). If you're a new-school devotee, this is a wonderful opportunity to dig into the roots of this franchise. And if you're a casual *Fantasy* fan, this is the perfect chance to cram it down the blowholes of all those hardcore *Fantasy* hardheads by proving, once and for all, that the old *Final Fantasies* aren't nearly as good as the contemporary ones.



Final Fantasy



Final Fantasy II

But *Origins* isn't just a rehash of the first two *Fantasy* games. Both games have been cleaned up and polished to a fine gloss thanks to all the extras included here. For starters, the graphics have been upgraded from 8-bit crustiness to 16-bit splendor. Yeah, that's still far short of PS1 quality, but it's just enough to wipe away the old-school ugliness while retaining that old-school charm. The gameplay has been tweaked in a few small ways that improve the experience without altering the basic setup. The music has been brought up to PS1 standards. And there's a ton of unlockables, from Amano art galleries to full bestiaries.

Of course, the question remains: Does the gameplay still hold up? No—and yes. Each of *Origins'* two titles has something to offer, but only one is still fun to play. Here's a closer look at both.

FINAL FANTASY

Confession time: I never played the original *Final Fantasy*. My love for RPGs began with *FFII* on the SNES (known as *FFIV* in Japan). So, how did the first title in my favorite franchise strike me? Truth be told, it's a downright bore. From the bare-bones story to the limited quest, there's not a lot going on. Don't expect much from the battle system, either—it's a stripped-down, impenetrable, labor-intensive chore. Yech.

That said, playing *Final Fantasy* for the first time was a hoot. It's a blast to see how far the series has evolved while experiencing that intangible old-school *Final Fantasy* magic. That alone makes this worth a whirl—at least for the dozen or so hours until you get bored out of your skull.

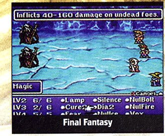
FINAL FANTASY II

Now, this is where things start to get good! Right away, *FFII* grabs you with its briskly paced, well-realized story. Unlike its predecessor, *FFII* starts you off with a bang, rather than plopping you down in some random town on an uninspired quest. The game also features actual character development, along with a few touching scenes. Pay attention and you'll see the seeds of those dramatic story lines that became a hallmark of later *Final Fantasies*.

But the story isn't the main reason for playing this game (which is actually still kinda basic). *FFII* features an innovative battle system that's never been repeated in a *Final Fantasy* game—and one that still holds up today. The setup eschews experience points, opting instead to develop your abilities based on your actions. If, say, you cast a bevy of bolts on a bounty of Bloodsuckers, you'll become more proficient in that specific spell. Or, if you thwack a pack of Wererats with a blunt stick, your Mace abilities will increase. Meanwhile, certain stats counterbalance others, so you can't cheat the system by creating an unstoppable fighter/mage. It's one of the best examples I've seen of intelligent leveling-up—and it gives you enough motivation to seek out those endless random battles en route to customizing your party's skills and abilities.

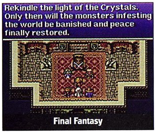
Before you get too excited about diving into *FFII*, keep in mind that it still doesn't compare with the current crop of *Fantasy* fare—but it's enjoyable enough to make it more than just a history lesson. Play *Final Fantasy* for a glimpse at how things used to be, but play *FFII* just for fun.

Gary Steinman



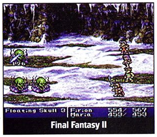
Inflicts 40-160 damage on undead foes.

Final Fantasy

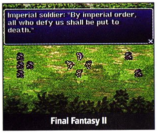


Rekindle the light of the Crystals. Only then will the monsters infesting the world be banished and peace finally restored.

Final Fantasy

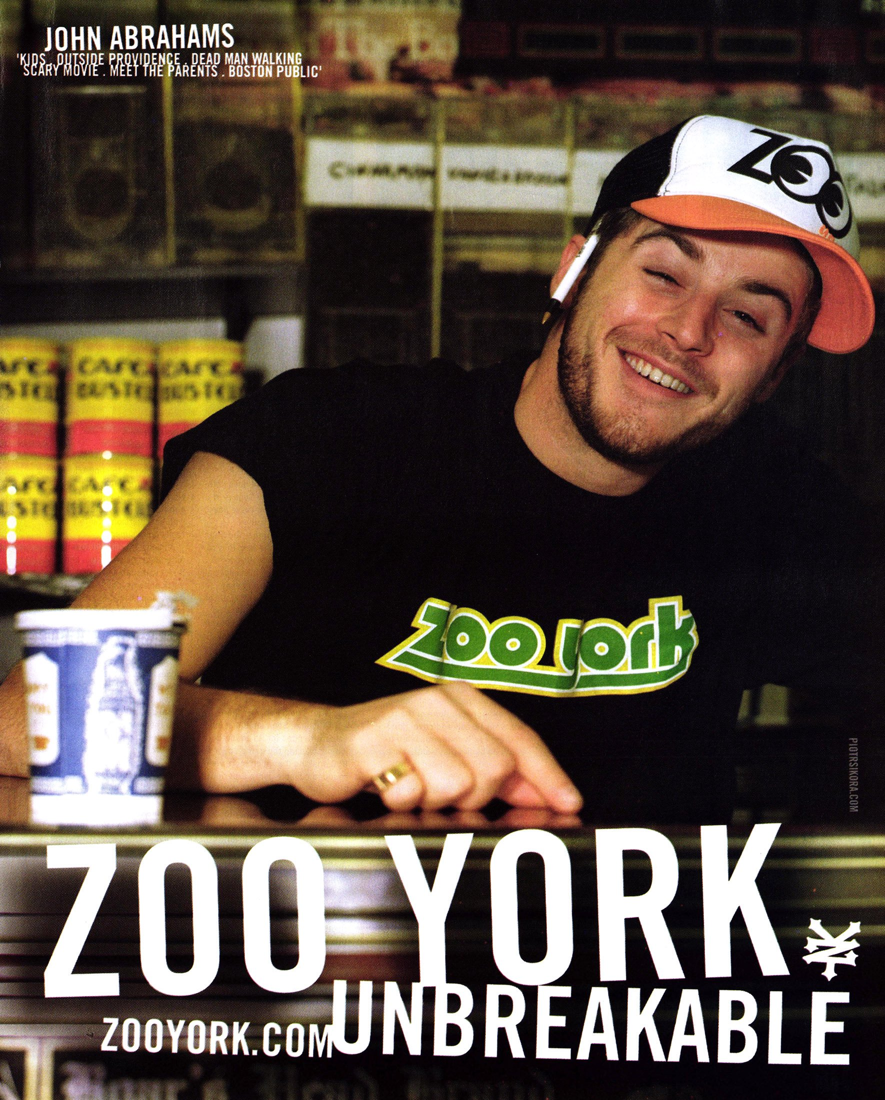


Final Fantasy II



Imperial soldier: "By imperial order, all who defy us shall be put to death."

Final Fantasy II


JOHN ABRAHAMS
'KIDS . OUTSIDE PROVIDENCE . DEAD MAN WALKING
SCARY MOVIE . MEET THE PARENTS . BOSTON PUBLIC'
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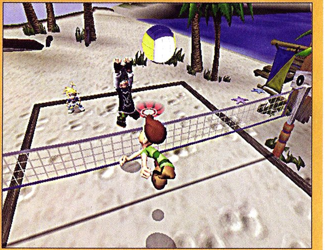
ZOO YORK
UNBREAKABLE
ZOOYORK.COM



MY STREET

This street's got a few potholes

Publisher: Sony CEA
Developer: Idol Minds
MSRP: $39.99 **ESRB:** Everyone
Online: Dial-up and broadband

Of the questions I have about *My Street*—and there are many—perhaps the biggest is geographical: Where on Earth is this game supposed to be set? Where does it start getting dark at 6:00 p.m. in the middle of August, but remains warm enough for mothers to allow their kids to run around in shorts all day?

OK, maybe that's a silly question, but it is an indicator of the general lack of polish plaguing what could otherwise have been a very cool game.

Here's another example: In order to have access to all the different minigames, you'll need to open them one by one in the single-player Story mode. Eventually, you get to the point where the only thing keeping you from the next game—R/C Racing—is money: You need $33 bucks to buy an R/C car. The solution? Your neighbor offers to pay you $5 a day for repeating the chores you had to do to open up the Chicken Herding game (think *ChuChu Rocket!* with livestock).

Here's the real problem: One of the chores—escorting a cow out of a barn—is, without question, the single most infuriating thing I've *ever* been forced to do in a videogame. And you'll have to do it *eight freakin' times* to be able to play R/C Racing or, ultimately, Dodgeball.

But this is really an example of a much larger problem: The reason this process is so gut-wrenchingly irritating is that the controls for *My Street*, quite frankly, suck. They're simply awful in the roam-around-the-neighborhood sections, and only really adequate in the simplest of the minigames (which, granted, is a good percentage of them). And while we're at it, the bizarre controller-keyboard setup for chatting with other players makes the process almost unbearably tedious.

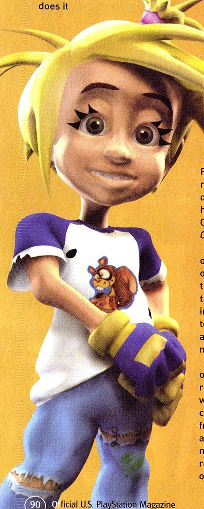
As for the games themselves, well, they're a mixed bag. They range from the simplistic, yet viscerally satisfying—like Dodgeball and Volleyball—to the simplistic, yet mystifying: The "Chemistry" game, in particular, is an odd one. It bears some resemblance to falling-block games like *Puzzle Fighter*, but involves "freezing" blocks, lasers, and power meters—frankly, after several weeks I still haven't figured it out. I enjoyed all the other games well enough, but none of them are what I'd call addictive; none of them really made me want to come back and play some more.

Nevertheless, there is definitely some enjoyment to be found in *My Street*, both in the Story mode and online with your friends. You'll eventually get used to the controls, and kicking back with four friends for some simple minigames can be a nice way to relax after a tense game of *SOCOM*. And the large selection of options for each game type allows for a fair amount of customization.

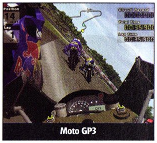
But in terms of long-term value...well, it seems to me that most players over the age of 12 will exhaust the game's possibilities in a day or two. That doesn't make it a bad game by any means—just not as good a game as I was hoping for.

Joe Rybicki

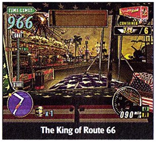
★★★



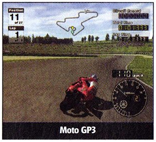
The King of Route 66



Moto GP3



The King of Route 66



Moto GP3

THE KING OF ROUTE 66

Publisher: Sega
Developer: Sega AM-2
MSRP: $39.99 **ESRB:** Teen

To me, *King of Route 66* does nothing but exemplify why Sega is in such financial trouble these days. I mean, with all the killer talent and content under the Sega roof, is this really the best they can come up with? Did *18 Wheeler* really need a sequel? I'm especially surprised by the money being spent on its marketing. Will people really run down to EB to pick up this game after seeing an ad for it in the pages of *Maxim*? Usually, I'm all for Sega porting its arcade titles, but with this and *Aero Elite* as the only two non-sports Sega games on the radar for the first half of this year, you have to wonder what's going on over there.

That said, Sega should at least be commended for its admirable job of sprucing the game up for the PS2, making it a much more well-rounded console game experience. The "Queen of Route 66" mode is especially neat; you compete in challenges to raise money to upgrade your rig. There's definitely a solid amount of stuff to do.

Still, it's a trucking game. No matter how good it looks or how much Sega added to it, there's only so much fun you can have with this title, especially considering the brevity of the races and uneven difficulty. Challenges are all over the place, randomly ranging from boringly easy to annoyingly difficult.

But hey, if you liked the first one, you'll probably get a kick out of this game as well. Everyone else ought to save this for a rainy-day rental.

Sam Kennedy

★★★

MOTO GP3

Publisher: Namco
Developer: Namco
MSRP: $49.99 **ESRB:** Everyone

When it comes to superbike racing on PS2, there's only one franchise worth looking at: this one. The games have grown steadily better with each version, and this one is really quite super.

Initially, it's difficult to tell the differences between this and *GP2*. It still looks fabulous—it's blindingly quick and uncannily stylish. And, if it's at all possible, the replays now look more impressive than ever, with some particularly spectacular camera wobbles and blur effects. They look shockingly realistic.

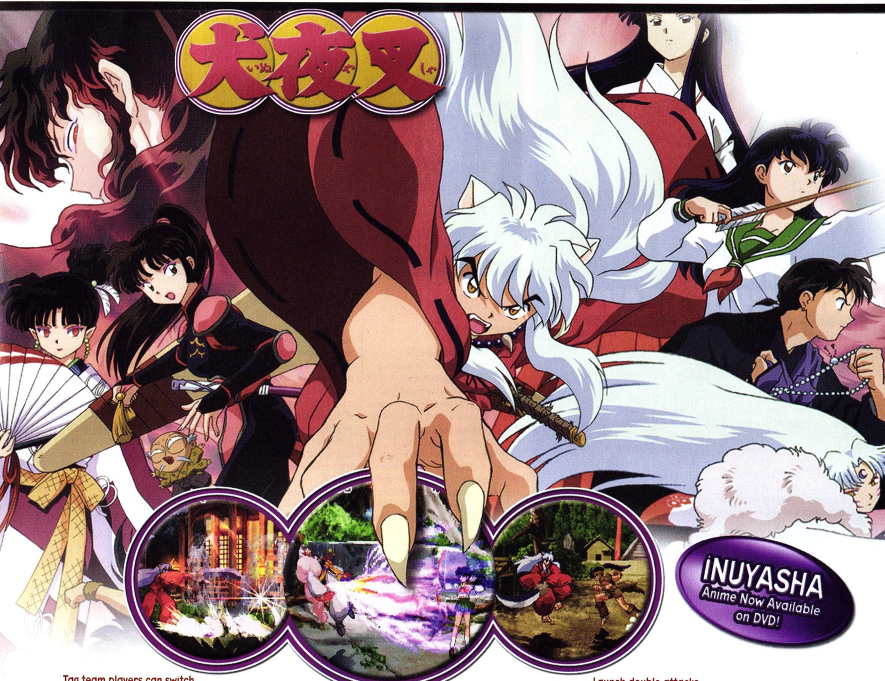
On further investigation, the biggest improvement (for me, anyway) is that Namco absolutely nailed it with the controls this time. In the past I'd struggled a little with the overly realistic throttle and brake response times, and found the lurching nature of bike racing to be quite unwieldy. With *GP3*, this has miraculously been cured, and when you get into a groove with the controls, it can get exciting as you lean into turns and scream out of a corner having taken the perfect racing line. In *GP2*, I'd often get left behind by the pack, but now, things feel much more competitive. I don't want to say it's "easier"—maybe just that it's more game-like than sim-like. It's a shame it doesn't offer much more than your typical racing game, though. With the new breed of racers out there now, this is a tad formulaic. If it were a car racer, I'd give it a much harder time.

Ultimately, if bikes are your thing, this is "the one." If you just love racing, you may want more.

John Davison

★★★★½

A TEST OF SKILLS... A BATTLE OF WILLS!


犬夜叉
いぬやしゃ
INUYASHA
Anime Now Available on DVD!

Tag team players can switch between characters seamlessly!

Engage in 2 player and single player combat or tag team battles!

Launch double attacks with a team member!

From the hot new Television Show on Cartoon Network!

Based on the comic by the great manga artist, Rumiko Takahashi, Bandai is proud to present INUYASHA for the PlayStation game console! Battle your way through the thrilling world of INUYASHA and unlock new characters for hours of pulse-pounding fighting action! Go head-to-head against a friend, or team up in tag-team and versus modes! in this fight for fun, you'll always come out the winner!

INUYASHA
A Feudal Fairy Tale

TEEN T CONTENT RATED BY ESRB	Suggestive Themes Violence

PlayStation ®

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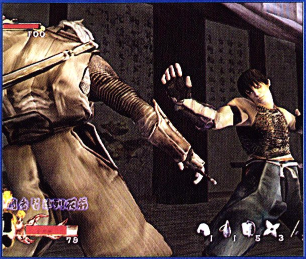
BANDAI ®

31 The age of Michel Ancel, creator of *Rayman*.

11 The number of *Rayman* games sold worldwide, in millions.



TENCHU: WRATH OF HEAVEN

Publisher: Activision
Developer: K2
MSRP: $49.99 **ESRB:** Mature

If you're anything like me, you'll have a serious love-hate relationship with *Tenchu: Wrath of Heaven*. When it works, it works incredibly well—you can't top dropping in on an evil ninja and executing a stealth kill. Beyond a cool animation sequence, it's extremely satisfying. But for every moment of virile exhilaration you get from pulling off a series of stealth kills (ironically, more so as Ayame, the female character), you have to deal with a lot of shoddiness for much of the game.

The worst part? It almost seems like the developers knew they could have improved things to make *Wrath* compete with the *Metal Gear Solids* of the world. But rather than fixing what's broken, they just offer tips, which themselves are faulty.

"Consult map when lost," says *Wrath*. Great. So, are you saying this game was *designed* to make you get lost? I don't doubt it, as I spent far too much time going around in circles—and the map rarely helped.

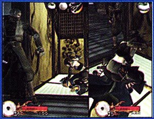
"Enemies will become alert when they spot dead bodies," the game advises. Um, so why can't I hide said bodies like in *MGS*? Oh, I know! It's because they forget about the body in just a few seconds...only to rediscover the corpse moments later. Even when they do spot you, enemies don't bother catching you past a certain range—they almost always lose you if you zipline straight up, even if they watch you do so.

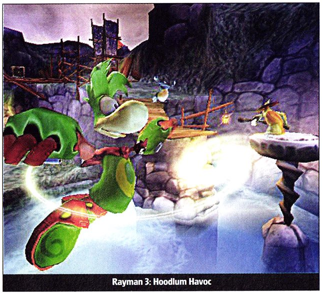
"Hunt for Ninja Rebirth items" I'm told, as these are supposed to make things easier by creating restart points from where I died. Great, but what if I fall into a huge, gaping pit that the horrendous camera doesn't reveal until I'm on my way down? Guess I'll just have to *remember* its location the next time I come across it—in about 20 minutes, after I replay the section up to that point. In some levels, that means I get a boss fight to *start* the mission. Joy! That's where a lousy combat engine really comes in handy.

The game makes a half-hearted attempt at a story, but the plot is mostly described through narration rather than acted out, making it boring and a little confusing. A multiplayer mode is also tacked on, but "tacked on" is about all I can say about it. *Wrath* has "rush job" written all over it.

Chris Baker

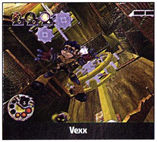
★★★





Rayman 3: Hoodlum Havoc

Vexx



Vexx

RAYMAN 3: HOODLUM HAVOC

Publisher: Ubi Soft
Developer: Ubi Soft
MSRP: $39.99 **ESRB:** Everyone

There's absolutely nothing wrong with releasing a good game. Except, of course, when plenty of better titles are already out there—including the 2-year-old prequel to that very same good game.

Granted, *Hoodlum Havoc* is technically superior to *Rayman 2*. It looks a helluva lot better, the control is tighter, and the framerate has been cured of its debilitating stutter. (The camera, though, is just as willing to thwart you at the worst of times.) But we should expect these improvements—PS2 games have come a long way in the past two years—and they're not nearly enough to elevate *Havoc* to its magnificent predecessor's lofty heights.

Whereas *Rayman 2* gave you a lush, detailed world to get lost in—one that lent the game an almost RPG-like feel—*Havoc* offers the opportunity to test your reflexes at every turn, with waves of enemies, a battery of beastly bosses, and all kinds of environmental challenges. Basically, *Havoc* replaces the joy of exploration and discovery with a newfound focus on combat and quick action. Now, this isn't necessarily a bad thing—plenty of platformers focus on action, as well they should. But it doesn't always work in *Havoc*, and even when it does, it often lacks the fresh and funky vibe of recent hits like *Sly Cooper* and *Ratchet & Clank*.

Does it hold up?

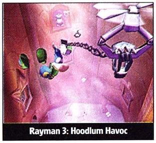
So should you play *Rayman 2* instead of *Havoc*? Maybe. The core gameplay and richly realized world are still compelling, but the technical shortcomings might be offputting to some.

Platformer addicts and *Rayman* fanatics should still check this out, though. *Havoc* retains that undeniable *Rayman* feel, thanks in part to the simple control scheme that somehow lets you to pull off myriad complex maneuvers. The range of possibilities for powering up your free-floating fists also adds to the fun. And Rayman's world is just as wacky as ever—although the humor and voice acting often fall flat.

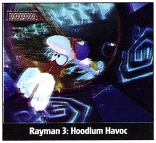
Even so, you're probably better off renting *Havoc*. The game can be beaten in a handful of sessions, and although it offers some replay value with its unique points system (can you rack up even *more* points in a level?), I doubt most of you will be motivated to bother. I know I wasn't.

Gary Steinman

★★★½



Rayman 3: Hoodlum Havoc



Rayman 3: Hoodlum Havoc

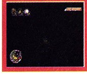
VEXX

Publisher: Acclaim
Developer: Acclaim Studios Austin
MSRP: $49.95 **ESRB:** Teen

Let's start with the fact that *Vexx* is essentially broken. See, it's a platformer, and the one key trait of a platformer is solid control. Not so here. In *Vexx*, you jump by tapping the X button—but to double-jump, you first tap X, *followed by Square!* There's no excuse for such an absurdly awkward control scheme.

Don't believe us...?

Vexx really is *that* dark!



You'll have a hard time finding your way around in this game.

Even after you get used to *Vexx*'s thumb-numbing setup, you still have to suffer through a mess of a game. Take the day/night cycle, which often surrounds you with darkness so thick that you can't see what's directly in front of you. Or a game camera that utterly hates you. Or the fact that the platforms lack any stickiness, causing you to miss, slip, and fall far too often. At one point, I even slid off the far side of a platform that was resting directly against a wall!

It's a real shame, because I'm pretty sure there's a decent game underneath all the crap. The levels are huge, with some intricately designed challenges. My pals at *EGM*, in fact, tell me the GameCube version is quite good. But this happens to be the *Official PlayStation Magazine*. And with that in mind, I can officially say that the PS2 version officially disappoints.

Gary Steinman

★★

ELEVATE 2K3

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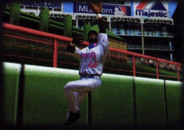

Change home run trots into walks of shame.

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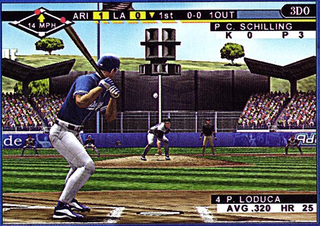
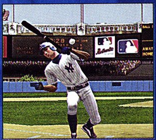
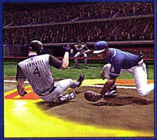
CHARITY CASE: For every copy of *High Heat 2004* sold, a donation will be made to "Curt's Pitch for ALS" to fight Lou Gehrig's disease.

OPENING DAY

What's the best bet in baseball for $50? We break it all down







HIGH HEAT MLB 2004

Publisher: 3DO **Developer**: 3DO **MSRP**: $49.95 **ESRB**: Everyone

It's not that pitchers intentionally walk Barry Bonds. It's not the thinness of the Colorado air. It's not that managers sub in their reserves when a game is out of hand. These are all baseball things that happen in baseball games. The reason there's a huge, hardball-lover's grin on my crazy face is that these baseball things are happening in *this* baseball game. In *High Heat*. If you love baseball the way I love baseball, these light touches make all the difference. In the wild hunt for more than authentic baseball—for authentic sports supremacy—*High Heat 2004* has put itself among the *Madden 2003*s and *NHL 2K3*s as more than the best in its specific sport. This is a defining gaming experience.

Gameplay aside, both loyalists and haters have had one consistent gripe the last few years: *High Heat* looks like garbage. 3DO improved it and then it looked like junk. More changes made it like a worn-out shoe. Finally, the little-by-little graphics initiative was lifted for *2004*, and *finally*, *Heat* is neck-and-neck with the competition. Although the crowds still look more like Degas paintings than real people, the stadiums, players, field, and front-end menus have undergone a significant upgrade. You won't feel the need to apologize to your TV after a four-game series in Shea Stadium.

The look of the game also comes through in the movement. The animations have gotten a huge, necessary boost. When a player slides into a base, he doesn't magically pop up. When a batter swings, there aren't Mark McGwire-sized holes in his swing. Defensively, players set themselves before throwing. In short, it looks like real baseball.

The key to *High Heat 2004*, and the reason it already ranks high on the list of my all-time favorite games, is that it's the best bargain in games. A full 162-game season will last you about 90 hours. You're thinking: I'll never play a full season. I thought the same thing... until I played *a full 162-game season*. I highly advise you to carve out 90 hours and warn your sofa. After 10 games, you'll suddenly thirst for a shot at Ted Williams' .406, or Bonds' 73, or Hack Wilson's 191. Truth is, those records will way more than likely stay intact because, while records are made to be broken, you're going to have to earn every hit, home run, and RBI. You'll go through 10-game slumps and hot streaks. You'll devour Tampa Bay and lose four straight to the Yankees. You'll be offered trades for the playoff push and you'll lose your No. 2 starter for a month, but it won't be the end of the world. Before it hits you, you'll be four games out with 14 to play. It's tense stuff. You'll remember games from the season the way you remember games from real life. It sounds insane, but I promise, it will happen. And it's all right. Really.

The best part of the game is also the worst part of the game: It has a Franchise mode and an entire minor-league system. So, see if your couch can handle 270 hours of your rump, because it might take three seasons to bring Boston to its first title since 1918.

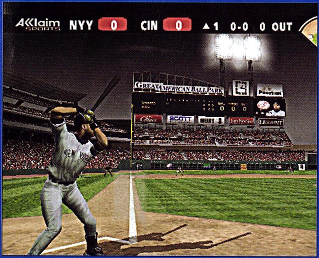
If you've never played *High Heat*, start right now. If you have, hurry it up. You already know that the ups and downs of the baseball marathon await.

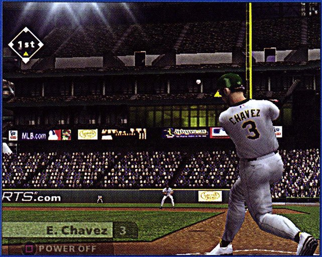
Todd Zuniga

★★★★★

27 Number of different pitches in *High Heat 2004*, including the slurve, slow hook, power slider, palmball, fosh, and even El Droppo.

CURSOR CURSE: Baseball games with a default batting cursor: *All-Star, MLB 2004*, and *WSB 2K3*. Without (yeah!): *High Heat, MVP*, and *SlugFest*.





ALL-STAR BASEBALL 2004

Publisher: Acclaim **Developer:** Acclaim Studios Austin **MSRP:** $49.95 **ESRB:** Everyone

Maybe you've never heard this longtime baseball cliché, referring to the 162-game MLB season: It's a marathon, not a sprint.

Well, I, for one, am exhausted after every single game of *All-Star Baseball*. This game wears on my health the way a screwball wears on a pitcher's elbow—which is to say, violently.

The issue is that catching a fly with chopsticks Miyagi-style is easier than whacking a pitch in this game. I don't mean hammering the ball into the cheap seats, either. I'm talking hitting the ball. How, in developing a baseball game, is the ability to hit the ball with consistency overlooked?

Even if you concentrate, like, super-duper hard, the pitcher throws the ball so stupidly fast that most of the time you simply can't react in time to hit it. Maybe it would work if the bat didn't move as if it were weighed down by a big fat bat-donut.

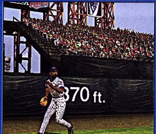
When games like *MVP* are making such huge strides to reinvent the way the pitcher-batter interface works, and games like *High Heat* add A.I. sliders so you can adjust every facet, it's disappointing that *All-Star* appears to have given more attention to fancy overlays about how a batter has hit over the last 10 games. I do love that overlay stuff—I just want the gameplay to be perfected before the secondary features.

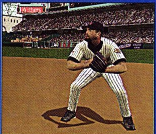
Another issue is that defense is so not fun. The players, as in last year's game, still move as if their cleats were made of concrete. If you do manage to get to the ball, you have to be in exactly the right spot—there's no room for error. It's also troubling that, out of my last 108 outs (two full games), there were only 13 ground-ball outs. Say what?

What ends up happening with a game like *All-Star* is that you turn to the extras after you're exhausted from a three-game series. Luckily for fans of the franchise, it beats the pinstripes off the other baseball games in the extras category. The best of these is the Scenario mode (there's Trivia, Homerun Derby, and some sweet interviews, too). You go through games from last season and try to change history. Keep changing fate and you can unlock scenarios beyond Pirates-Brewers snorefests. A very cool, well-executed idea.

That said, when extras are a game's bread and butter, there's trouble. Pretty, but not fun, this is another not-quite-*High Heat* title.
Todd Zuniga

★★★





MLB 2004

Publisher: Sony CEA **Developer:** 989 Sports **MSRP:** $39.99 **ESRB:** Everyone

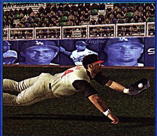
Although *MLB 2004* is the only PS2 baseball game that feels like it's still on PS1, there's reason to play it over the other, better baseball games this season: Spring Training mode.

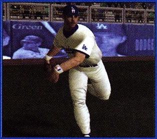
In Spring Training, you create a player (this player could be you!) and try to get him into the big leagues. You play a handful of Cactus League games, and if your player performs well, he makes The Show. He can go on to make the All-Star team, be an upstanding member of the community with a wife and kids, and so on (though you're responsible only for the on-field stuff).

Besides that very cool option, *MLB 2004* is average in every way. Nothing really stands out, nothing makes it a must-have. At best, it's OK, sprinkled with a bunch of little bugs that need fixing.

In the many games I've played, for instance, there hasn't been one error. Not one error. Maybe that's because the ball will curl toward the fielder's glove. By that, I mean there's some Wiffle Ball–style voodoo on the ball: It will literally change its trajectory to find a fielder's glove. This is ridiculous.

In addition, the players seem overly willing to pull off a jump-spin-throw combo. It's like *Tekken* meets shortstop. On a bunt in front of the plate, the catcher, equipment and all, might grab the ball, jump up, do a complete 360-degree spin, then hurl the ball to first. Perfectly on line. It's hilarious to watch, but the humor is doused because there's no instant replay—which sucks a big fat egg. Replay would make it easier to get a good laugh. Also, I'd be able to see that just about everyone gets called out at first on a bang-bang play, even if they look safe. That kind of thing gets maddening in a tight game.





Weirdly, the game's still very playable. It's simple and it's not filled with front-end majesty. It's just a baseball game for someone wanting to play a baseball game. I had the kind of feeling playing it that you get while watching an Arnold Schwarzenegger movie: There's no artistic value, but you'll have an all-right time.

If Barry Bonds, Alex Rodriguez, Adam Dunn, Sammy Sosa, Jim Thome, and Manny Ramirez didn't hit a homerun every single time I pitched to them, I'd probably like it a bit more. But this game echoes the same phrase in my head that I heard all too often listening to Cubs fans in Chicago's Wrigleyville: Wait till next year.
Todd Zuniga

★★★

COOLER THAN COOL

All-Star Baseball 2003
It features the heartbreakingly haunting theme song from *The Natural*, plus downloadable rosters.

High Heat MLB 2004
Teams intentionally walk Barry Bonds and sub in reserves during blowouts.

MLB 2004
There's nothing more fun than trying to make it to the big leagues with your very own created player.

MLB SlugFest 20-04
The new special pitch is reason enough for baseball lovers to try this game.

MVP Baseball 2003
The splitscreen Home Run Showdown makes this whole new ballgame an easy choice for a rental, at least.

World Series Baseball 2K3
For a franchise, you have to hire managers, batting and pitching coaches, and scouts to shape your team. Awesome.

SUCKIER THAN SUCK

All-Star Baseball 2003
Besides the worst batting-cursor going, there's no efficient way to take a look at what makes baseball so great: stats.

High Heat MLB 2004
Pitchers try to pick off runners at third, a rare unrealistic element.

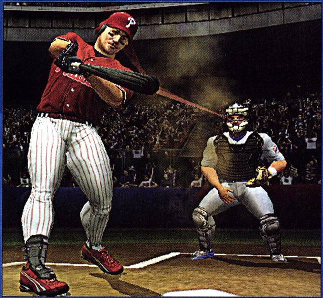
MLB 2004
Players don't round bases. They stop, and then go. Stupid.

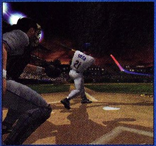
MLB SlugFest 20-04
Tagging a sliding player is nearly impossible. What's that all about?

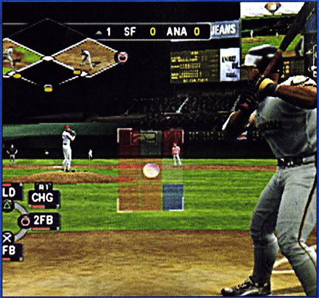
MVP Baseball 2003
No defensive dive makes baseball gamer-man angry!

World Series Baseball 2K3
CPU pitchers take a whopping nine seconds for each pitch from the windup. That's an extra 15 minutes per game!

"Most baseball games only allow you to play as the catcher: You select the type of pitch and location. In *MVP*, you are the pitcher." –*MVP* Producer, Brent Nielsen







MLB SLUGFEST 20-04

Publisher: Midway **Developer:** Midway **MSRP:** $49.99 **ESRB:** Everyone

For the second time in two years, I, hardcore baseball fan extraordinaire (self-appointed), looked forward to playing *SlugFest* the way Twins fans look forward to hearing the word "contraction." (For the record, they don't.)

But, like last year, after a few minutes of playing, my frown turned upside down. There I was, Mr. Superfan, having a blast. At some point, shouldn't a flaming bat as a symbol for home-run potential get old? Doesn't punching a second baseman about the jockstrap lose its merit? Don't insane leaping/diving/sliding catches stop being fun? Apparently, no.

In fact, as far as *SlugFest* is from televised baseball, what's happened with this sequel isn't a dilution of baseball's core goodness, but a saturating of it. Bigger rosters and more player attributes will please baseball diehards, but hot chicks on the loading screens, madcap commentary, useful cheats, and an all-new Special Pitch will keep arcade enthusiasts smiling like Steinbrenner after signing a 14th starting pitcher.

General gaming fans will also find plenty of strategy in this humdinger. You're equipped with a Turbo meter that can be used on the mound to throw faster fastballs, slower change-ups, and elbow-popping curveballs. And when the meter runs out, you're just—well, normal.

On defense, Turbo lets you whip the ball with 200-mph haste, or run faster to make a diving catch. When your Turbo meter runs out, you'll be wishing for an at-em ball (a batted ball hit *at* a defender).

At the bat, Turbo scores you the ability to pump up your muscles for a deep blast, or to blaze around the bases at max speed. And when turbo runs out? You're human once again.

What does this all mean? Basically, the trick in the ultra-competitive multiplayer games is to strategically run out of Turbo at the right time. Good luck.

Turbo's many uses aside, *SlugFest* could stand to be stepped up pacewise. Why do I need to see the pitcher get the ball thrown back to him? Tagging a sliding player is handled by not being able to tag a sliding player. What gives? Running bases could stand to be a touch easier, too.

Still, at the end of the day, *SlugFest* is *SlugFest*. It's not the deepest experience around, and that's the only thing that really hurts it. But the big plus is that it's both simple fun for hardball enthusiasts and a fun-lovin' baseball romp for those in the mood for a quick nine innings.

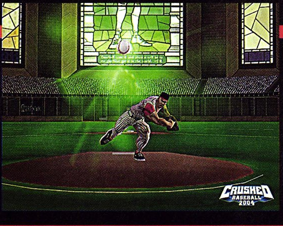
Todd Zuniga

★★★★

CRUSHING BLOW

A look at baseball's worst on PS2

In the category of not-likely-to-be-a-playable-baseball-game comes *Crushed Baseball*. While female players get some due and Tom Arnold's color commentary will be a certain delight, we have little interest in playing as an orca, a ram, an eagle, or a bear (didn't Midway prove that was dumb with *Blitz*?). *Crushed Baseball* will be released after the season starts, but it features no MLB or MLBPA licenses—meaning that it's pretty much about power-ups for players that don't exist. Can you say pointless?



MVP BASEBALL 2003

Publisher: EA Sports **Developer:** EA Canada **MSRP:** $49.99 **ESRB:** Everyone

Taking your eyes off *MVP Baseball* is as hard as turning the channel to watch *Becker* during Scott Spiezio's World Series–changing at-bat last season. This game is breath-haltingly gorgeous, and makes every night game feel like a fog-tickled October evening. Not only have *MVP*'s player models been ramped up to brilliant accuracy, but the stadiums look so good, they're more realistic than the real-life stadiums! OK, so that's impossible—but the stadiums are seriously detailed. If you haven't had a chance to get to Pac Bell or Safeco, see them here in their full glory. Which rocks.

But looks are secondary in a baseball game, as *High Heat* proved last year. In terms of gameplay, *MVP* made the single biggest upgrade of any baseball game with its new pitcher-batter interface. It'll take a little getting used to, but for the first time, a game has made pitching as much fun as hitting. It might wear out *High Heat* aficionados, but PS2 baseball newcomers will love it.

As a pitcher, you'll spot your pitch, hold down the button of the pitch you want to throw, and then release the button when the Power meter hits a certain zone. How close you are to the zone is how accurate your pitch is. While it's a bit too consistently accurate for my taste, it's only the first step in an already masterful interface.

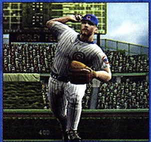
Problems arise, though, with the hitting. Instead of hitting the ball where it's pitched, you need to focus on timing. Instead of pushing Up to hit a high fastball, you're pressing Up to hit the ball in the air. If there's a pitch at the letters and I push Down and time it right, it'll be a ground ball. That's so, so lame. I want to swing *at* the ball, not have an interface do it for me. While I'm griping, why can't I dive? The auto-dive takes the control out of my hands. Also, hurry up the swipe tag when a runner's going for an extra base.

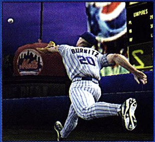
Of course, these complaints are balanced by the better-than-TV instant replays, dirt on players' jerseys after they slide, and a Franchise mode that'll have you locked in to the game for ages.

MVP Baseball needs another year to think postseason, but for now, this Ichiro-class upstart is well on its way to being more than just an All-Star Game starter.

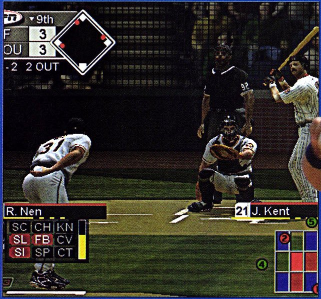
Todd Zuniga

★★★½





In the war for the best baseball cover athlete, we give *World Series 2K3*s Jason Giambi an A. Most others are also highly rated, but there is one who mystifies us: the basement-dwelling cover athlete for *SlugFest*, Jim Edmonds, who gets a D+.



WORLD SERIES BASEBALL 2K3

Publisher: Sega Sports **Developer:** Blue Shift **MSRP:** $49.99 **ESRB:** Everyone

It's the little things that make baseball great, and the really, really little things are where *World Series 2K3* shines brightest. Hit a hot foul ball past the first-base coach and he'll try to dodge it. If the next foul ball is lifted into the first row of the stands, the first baseman will hop atop the tarp to make the catch. If a fence-clearing fly ball isn't too long, the fielder will climb the wall and try his best to commit home-run robbery. On double plays, the shortstop runs across the bag with A-Rod nonchalance, and then flips the ball to first for the twin killing.

WS2K3's Franchise mode is a brilliant example of attention to detail. You hire a manager, batting and pitching coaches, and a scouting director, and this team of phantoms dictates how your team develops over the course of five or 10 or 20 seasons. If you want a pitching-rich club, you'd best get a scout who's pitching savvy. Otherwise, you'll have to stack your farm system with sluggers.

The game's little details are executed with magnificence, but some bigger issues hold *WS2K3* back. The pitching interface is fine, but the pitches themselves are troublesome. The curveball, even from a Kerry Wood 12-to-6 guy, doesn't have much curve. The sliders don't have enough slide. The sinkers don't really sink. Plus, the pitches move too slowly. I can crank up the pace from medium to very fast, but why is this my responsibility? And yet, if I don't make the adjustment, it's like hitting a softball.

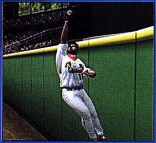
The player models look far too stiff. Their legs look ultrarealistic, but their tops are surrounded by overstarched, immobile jerseys. And their heads look too tiny for their broad shoulders.

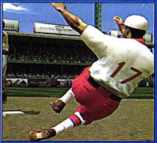
In the field, the cursor is always the same size on a fly ball; I never know when it'll land.

Even with all these little complaints, this is, mechanically, a solid game. But somehow, it lacks the one intangible element *High Heat* has managed to capture: urgency. There's no tension here, so you look up and the bases are loaded. You look up and it's the seventh inning. You feel half in and half out of every game. *WS2K3* is competent and competitive, but needs to wait till next year.

Todd Zuniga

★★★★





SIMULATION STATION

Big moments and highlights from each PS2 baseball game's simulated season

If you don't play a full 162-game season, you'll at least want your simulated stats to have some realism. Here's a breakdown of each game's simulated year (get your gamblin' dollars ready!).

ALL-STAR BASEBALL 2004

Realism Factor: 3/5

All-Star erred on the side of caution. No pitcher won 20 games; only two batters hit more than 40 longballs (Jim Thome, Barry Bonds); and only Thome, Bonds, KC's Mike Sweeney, and Minnesota's Torii Hunter drove in 100 runs. As for pitching, Pedro Martinez went an injury-riddled 14-9 with a 3.37 ERA. The Phillies walloped the A's in six to win the World Series.

HIGH HEAT MLB 2003

Realism Factor: 3/5

The Royals make the playoffs! The Royals make the playoffs! At 81-81 they won baseball's weakest division. Barry Bonds rocked 62 homers while walking 161 times (yet only *one* was intentional). Pedro (456) and Randy Johnson (435) each ran up whopping K totals (the record, since 1884, is 417). In the championship, the Yankees spanked the Astros four games to one.

MLB 2004

Realism Factor: 1/5

It was a win-win-win situation for the pitchers, as six of them won more than 30 games! New Cy Young winner Bartolo Colon of the ChiSox won 36. A-Rod hit 70 dingers, Angels slugger Garrett Anderson whacked 64 doubles (the most since 1936). In the playoffs, the Angels toppled the Twins in five, the Yanks in seven, then were champs again after slipping by Atlanta in seven.

MLB SLUGFEST 20-04

Realism Factor: 0/5

You really care what the simulation says? We lost interest when 11 players had 47 RBIs after the 14th game. But then, we started caring again when the Rangers traded Alex Rodriguez for a hyperintelligent chimp, and then the Cubs management decided to put a dome over The Friendly Confines. Wait, no, neither of those things happened. Just inflated stats.

MVP BASEBALL 2003

Realism Factor: 3/5

Budding Yankees superstar Alfonso Soriano wins the MVP with a hot (and realistic) line: .299, 47 HR, 120 RBIs, 114 runs, 47 steals. Bonds plunks 64 taters (10 players hit over 50) and drives in 164—walking 125 times. The pitching-poor Texas Rangers creep into the playoffs as the wild card, but the Yankees slaughter them, then the White Sox, then the Cards for their zillionth championship.

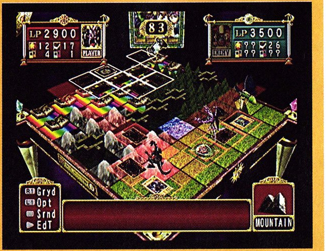
WORLD SERIES BASEBALL 2K3

Realism Factor: 4/5

Both Corey Patterson (724) and Alfonso Soriano (709) broke Willie Wilson's 23-year-old record for at-bats in a season. Bonds scorched 57 dingers, and Thome blasted 50. AL MVP Jason Giambi drove in 152 runs. Rob Nenn was the 2003 NL Cy Young winner after converting 48 of 50 save opportunities. The Yankees scored 13 runs in Game 7 of the Series (after the Giants blew Game 6).

Now, 100% more games ending in "oh"!

$1,300 eBay asking price for "Yu-Gi-Oh! Metal Raiders 1st Edition limited 12 Box case!"



YU-GI-OH! THE DUELISTS OF THE ROSES

Roses are red, violets are blue, this game is stupid

Publisher: Konami
Developer: Konami (KCEJ)
MSRP: $49.99 **ESRB:** Everyone

I just don't get it. Lord knows, I tried. To prepare for this review, I immersed myself in all things *Yu-Gi-Oh*. I read the manga. I watched the cartoons. I flipped through an actual deck of *Yu-Gi-Oh* cards. I played with the toys.

This is, after all, the biggest thing since *Pokémon*, so I wanted to know what it's all about. And, oddly enough, I found myself charmed by Yugi and his card-carrying pals. There's a lot to like about this massive, world-conquering phenomenon.

Except when it comes to the videogames. Last year's *Forbidden Memories* was dreadful, yet it was the top-selling PS1 game of 2002. But now we have a PS2 game—a next-gen game—at the height of *Yu-Gi-Oh*'s popularity. I expect more.

And, to be fair, I got more. *Duelists of the Roses* is significantly better than its PS1 counterpart. The playing-board setup adds an additional layer of complexity to this card-battler. The graphics, although barely adequate next to other PS2 games, are solid enough to render *Roses*' 600-plus monsters. And the game's interface is a tad bit easier to negotiate.

But these few improvements merely pull *Roses* from the muck of morbid atrocity into the mire of mediocrity. What a mess!

Everything about *Roses* is designed to make you feel like a total loser. The difficulty level is ratcheted up so high, you're bound to lose billions of battles before you can build a decent deck. Even then, you'll continue to face foes holding far superior hands. In fact, the only way to win this game is through a series of duels against decks more powerful than yours.

Because the odds are stacked so heavily against you, strategic planning rarely comes into play. It's all about nabbing one powerful card or learning one powerful Fusion, praying that it pops into your hand before you get shellacked, then bluntly bludgeoning away in a war of attrition.

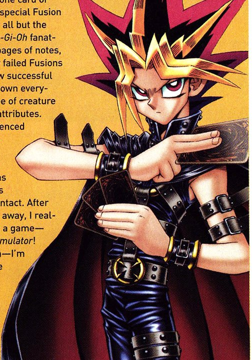
Obtaining that one card or learning that one special Fusion is a nightmare for all but the most psychotic *Yu-Gi-Oh* fanatics. I had to take pages of notes, chronicling all my failed Fusions (along with my few successful combos), jotting down everything from the type of creature to the elemental attributes. I then cross-referenced my data, trying to determine which cards might create similar Fusions and which combos would fizzle on contact. After hours of plugging away, I realized that this isn't a game—it's a *homework simulator*! I'm not having fun—I'm taking notes while learning basic chemistry and biology.

Finally, I'm completely baffled by the cockamamie story. The game is set in 15th-century England during the Wars of the Roses, with Yugi masquerading as Henry Tudor. Say what? Why can't I just play as Yugi in some contemporary setting, or at the very least have Yugi as my pal and mentor?

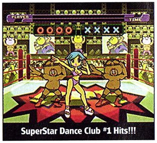
Oh, yeah—this is a homework simulator, so why not toss in some boring history lessons while we're at it.

Gary Steinman

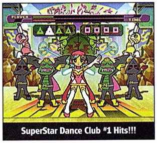
★★◐



Gekioh Shooting King


SuperStar Dance Club #1 Hits!!!

Gekioh Shooting King


SuperStar Dance Club #1 Hits!!!

GEKIOH SHOOTING KING

Publisher: Natsume
Developer: Warashi
MSRP: $9.99 **ESRB:** Everyone

PS one

Finally, budget pricing is used for good! Natsume has wisely picked up the classic Japanese shooter *Shienryu*—a game that would otherwise never have made it over here—and released it with a can't-resist $9.99 price tag. Of course, the company also tacked on a rather uninspired name for the U.S. release, but regardless, *Gekioh* deserves a spot in any true shooter fan's collection.

It's probably about as straightforward a shooter as they come: Your mission is simply to blast your way through eight levels of the typical "make your way into space" theme. Gameplay is also pretty standard: You're able to gain three types of weapons, each of which can be powered up five times (special attacks are, of course, also available). That said, *Gekioh* is really fun, despite not being all that groundbreaking. It offers the perfect challenge level for any gamer, thanks to selectable difficulty levels and the option to give yourself extra continues.

The only thing that really sets *Gekioh* apart is its bonus modes: Pocket (picture *Gekioh* on your cel phone), Stingy (one life and one weapon—good luck!), Comical (the first shooter with a laugh track), Slow (slower bullets, but more of them), and Ancient (your grandpa's shooter). They're fun to play around with, if only for a laugh.

With its killer 2D graphics, *Gekioh* holds up surprisingly well, even next to PS2 games. Shooter fans: Buy this game.

Sam Kennedy

★★★★

SUPERSTAR DANCE CLUB #1 HITS!!!

Publisher: XS Games
Developer: Warashi
MSRP: $9.99 **ESRB:** Everyone

PS one

Look beyond the excessive enthusiasm and the hyper-cutesy girl-power motifs and you'll find a surprisingly playable budget music game here. While it's not the most innovative or deepest thing to hit PS1, the $9.99 asking price means *Superstar Dance Club* more than warrants a look from hardcore music game fans.

if you like *Superstar*...

...try *Bust a Groove*

The original and the best. And you can find it cheap.

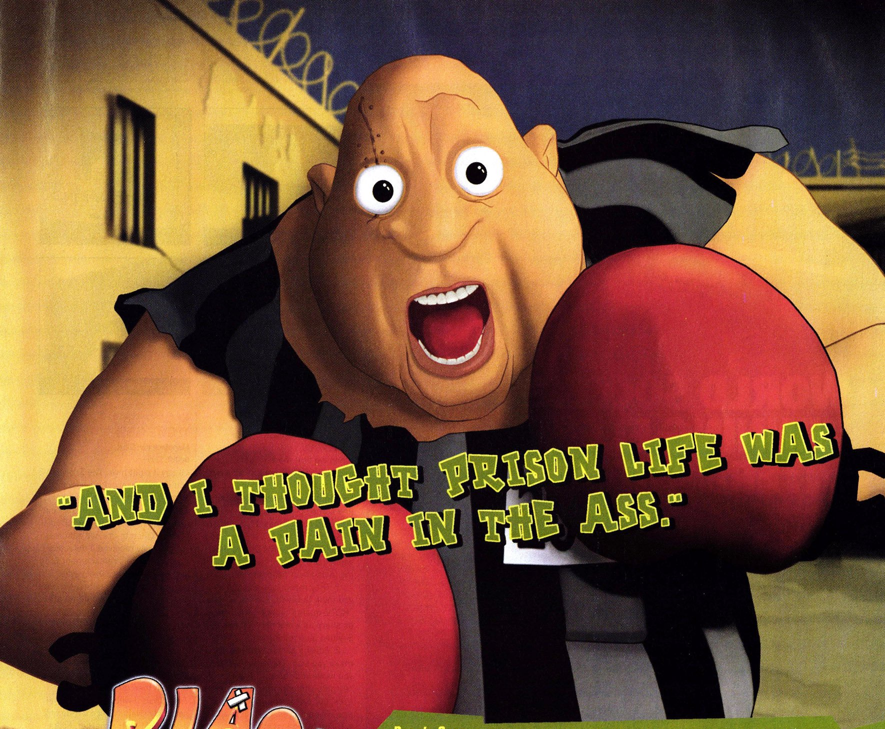
★★★★

Its gameplay could best be compared to *Bust-A-Groove*'s, but without the competitive aspect. It's about as simplified as a music-rhythm game can get, only requiring you to tap the X, Circle, Square, and Triangle buttons in conjunction with onscreen indicators. The game's only difficulty lies in the memorization of patterns and quick button-pressing reflexes.

That said, those of you who dig the upbeat Japanese techno crap that permeates most of these music games will get a kick out of tapping along with the selection of tunes here (most of them are admittedly pretty catchy). There's that, and the hilarity of seeing a girl in a skimpy outfit dancing around with a bunch of sumo wrestlers. That's gotta be worth the 10 bucks, right?

Sam Kennedy

★★◐


"AND I THOUGHT PRISON LIFE WAS A PAIN IN THE ASS."

BLACK & BRUISED

WHEN LIFE BACKS YOU INTO A CORNER, COME OUT SWINGIN'.

Bronto Sore finds staying out of jail is as hard as breaking out was. Join Bronto and 18 other wacky, not-so-typical boxers as their storylines intertwine from one grueling, over-the-top slugfest to the next. But beware. What happens in their life affects their performance in the ring. And vice-versa.

"Black & Bruised looks and feels like a next generation PUNCH OUT! It's about time."
-Nintendo Power

Dozens of facial expressions and insults

Strategize using 18 different power-ups

24 combos per character

TEEN T
CONTENT RATED BY ESRB

Mild Language
Suggestive Themes
Violence

NINTENDO GAMECUBE

PlayStation.2

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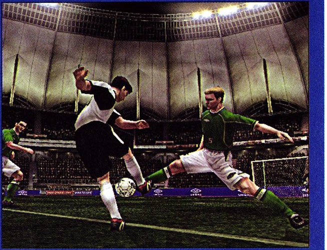
We don't know who the girl is.

issrealgame.free.fr/Eng
A site about the zillions of mods *Winning Eleven* fans have created for the series.

ITALY
FW 21 Vieri 185CM AGE 28



WORLD SOCCER: WINNING ELEVEN 6 INTERNATIONAL

The FIFA killer crosses the pond

Publisher: Konami
Developer: Konami Tokyo
MSRP: $49.99 **ESRB:** Everyone

Don't give up on this one because the title reads like a legal document. Here's a quick explanation: *Winning Eleven* is the title of the series. This is the sixth incarnation of *Winning Eleven*. Hence the "6." Apparently, someone felt the word "International" didn't make the word "World" redundant. And finally, it's soccer. Got it?

With that all cleared up, this is one of the finest simulation sports games out there. In Europe and Japan, where they know a thing or two about soccer (it's actually chopped up into tiny bits and put in their food), this is outselling EA's *FIFA*. Because, in technical terms, it's a better football game for football lovers. Still, "soccer" fans shouldn't hesitate, this may take some work, but it's so worth it.

Basically, *Winning* is exactly what you saw if you watched the World Cup last year. It's refined, it's subtle, it's paced like any of the songs on Radiohead's *Kid A*: generally quiet, but with loud parts that are so white-hot they could melt steel.

"In Europe and Japan, where they know a thing or two about soccer, this is outselling EA's FIFA."

Winning's greatest feature is the Master League mode, in which you take over a league team and try to build it into a powerhouse. Players improve each time they play together. Say we're on the same team and your name is Balthazar (not a bad guess, huh?) and my name's Todd (which it is). If Todd's pass rating is 67 out of a 100, and he connects on a series of passes to Balthazar, his Pass rating to Balthazar jumps up. But the improved Pass rating is specific to Todd-to-Balthazar passes. So, an overall rating in one of the 25 categories is constructed from an endless number of subratings (how well Todd passes to Balthazar, to Sampson, to Agamemnon, for instance). I become a better passer because I keep passing well. If I keep my shots on target, that rating goes up. This is one of the most exciting and fascinating experiences to have as a sports fan, to watch a team grow into a *team*.

Every scoring chance counts, every detail is considered, the minigames rule, and the halftime show features instant replays that show near-misses and big goals. It really makes you feel like you're watching a TV broadcast. Plus, the music gets you absolutely fired up.

If you love soccer, play this. If you love football, buy it.

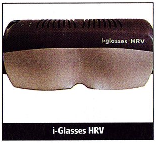
Todd Zuniga

★★★★★

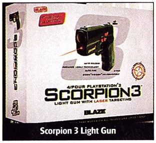
WHY EUROPE LOVES WE6

Soccer is ubiquitous in Europe. So is *Winning Eleven 6*, the antithesis of *FIFA*. EA has the licensing flash, but *WE6* has gameplay crafted with such care and passion that you don't care about official logos. You have a dizzying array of options, but nothing is gratuitous; everything has a purpose. It's so well-balanced, you're not limited to a videogame strategy. You can play it any way you like. It's real soccer, and that's why we love it.

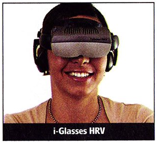
–Ravi Hiranand
frequent OPM contributor, CNN writer, soccer nut, European



i-Glasses HRV



Scorpion 3 Light Gun



i-Glasses HRV

Scorpion
100% COMPATIBLE

Scorpion 3 Light Gun

I-GLASSES HRV

Manufacturer: I-O Display Systems
MSRP: $699.00

When we first moved from Chicago to San Francisco, we arrived a good week before our televisions did. During that week, we scrambled to find some sort of display on which we could play games. My solution was the i-Glasses LC, predecessor to the i-Glasses HRV. During that week, I discovered many interesting facts about headset video units:

1. They rarely look as good as you think they will. Even the HRV's "HDTV-quality" image looks about as sharp as a standard TV with S-Video plugged into it.
2. Playing games on them can make you sick. The reason: When you move your head, the image remains stationary relative to your eyes, but everything in your peripheral vision moves. Certain people will find this nauseating.
3. They're not terribly comfortable. The HRV weighs only 8 ounces, but it's 8 ounces projected out three inches in front of your head. Trigonometry tells us this makes them feel heavier.
4. They're REALLY FREAKIN' EXPENSIVE. I mean, come *on*—700 bucks? I could understand it if the unit offered videophile options, but it doesn't come with so much as a contrast control, much less component video inputs. Adding insult to injury, the HRV feels flimsy, almost cheaply made. (In the review unit we got, one of the headphones kept shorting out unless I jacked up the volume.)

On top of all that, the "male" video inputs require extra male-to-male connectors in order to hook the thing to your PS2. All this for $700? I think I'll pass.

Joe Rybicki

★½

SCORPION 3 LIGHT GUN

Manufacturer: Blaze
MSRP: $39.99

I'll say it right now: The Scorpion 3 could have received a perfect score if not for what may have been a matter of unfortunate coincidence. When the first gun Blaze sent us failed to fire, we assumed we'd merely received a defective product. Blaze's replacement fired just fine, but its accuracy was inconsistent—sometimes, aiming offscreen to reload would recalibrate the gun. So, neither gun worked well. Quite possibly the result of bad luck.

Soon after, handyman Joe Rybicki was able to get the original sample to fire spot-on, consistently. From then on, I was playing *Time Crisis II* with a light gun that seriously rivals Namco's Guncon2 as the best on the market. Folks with big hands might not like the Scorpion 3's small size, but the button placement works well and it has a comfortable grip. Aim at the screen and you'll see a red laser that greatly improves your accuracy. This peripheral also works very well with a Guncon2 for two-player games. Even better, the more ergonomic D-pad ensures your thumb lasts longer than it would using Namco's gun in a game of *Dino Stalker* or the upcoming *Resident Evil: Dead Aim*.

Do remember, though, that if all you want is a second gun, $39.99 is quite steep—you can get a Guncon2 with *Ninja Assault* for just $10 more. And don't say we didn't warn you if you have to return your Scorpion 3 a time or two before getting one that works. But if so, it'll be worth the effort.

Chris Baker

★★★½

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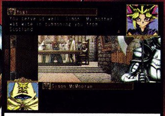
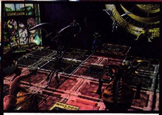
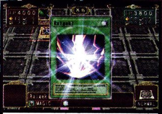

Yugi
You serve us well, Simon. My mother was wise in summoning you from Scotland
Simon McMooran

2 unique campaigns to undertake in the quest for the Legendary Rose Cards



See full 3D versions of over 850 cards battle on the Duel Field



Card Movement Battle System introduces new and more advanced strategies

The Fate of the World is in Your Hands

The balance of power is at stake. Will you choose to side with Yugi to reclaim the throne of England or join Seto in his attempts of world domination? The creation of your deck is more important than ever with the addition of all-new 3D battle systems, enhanced fusion and effect systems, and dozens of dueling locations. The most advanced Yu-Gi-Oh! game ever comes to the PlayStation®2 computer entertainment system!

YU-GI-OH! THE DUELISTS OF THE ROSES™

EVERYONE
E
CONTENT RATED BY ESRB
Mild Violence

www.konami.com/usa

PlayStation®2

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REPLAY

Every trick, every score and pretty pictures

EXCLUSIVE STRATEGY!

YU-GI-OH!

104 · Mergers

We have it on good authority that *Yu-Gi-Oh!* is a hugely popular franchise. The game's not very good, but, never a magazine to discriminate, we'll help you out this month (and next, if you speak kindly about us in the interim). To help you form the perfect Fusions, we turned to Prima Games so we could find out the best way to merge creatures, so you don't have to sweat it.

PS2 Games

103 Dragon Ball Z: Budokai
116 High Heat MLB 2004
114 Madden NFL 2003
115 NCAA College Basketball 2K3
118 Ratchet & Clank
112 The Sims
114 SOCOM: U.S. Navy SEALs
114 Tony Hawk's Pro Skater 4
103 Xenosaga

108 · The Big 5-0

If you're still hunting for every hidden tiki in *GTA: Vice City*, we recommend you use our list instead of humping around Vice City like a clueless drunk. These things aren't easy to find, so we turned to our friends from Brady to figure out where to find them. We give you the ins, the outs, the particulars, and the screenshots of every single tiki. If you can't find them now, you're in real trouble.

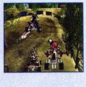
PS2 TRICKS AND REVIEW ARCHIVE

Game names in green indicate a Greatest Hits title. Ratings in red indicate a five-star score. A number ❶ indicates its rank in the top 10 selling games for each system.

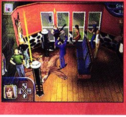
GAME	PUBLISHER	SCORE	ISSUE
.hack//INFECTION	Bandai	★★★½	65
18 Wheeler American Pro Trucker	Acclaim	★★★★	52
4x4 EVO	GOD Games	★★★★	44
2002 FIFA World Cup	EA Sports	★★★★	58
Ace Combat 04: Shattered Skies	Namco	★★★★½	51
Activision Anthology	Activision	★★★★	64
The Adventures of Cookie & Cream	Agetec	★★★½	44
Aggressive Inline	Acclaim	★★★★½	59
Airblade	Namco	★★★★	53
All-Star Baseball 2002	Acclaim	★★★½	44
All-Star Baseball 2003	Acclaim	★★★½	56
Antz Extreme Racing	Empire	★½	61
Aqua Aqua	3DO	★★	42
Arctic Thunder	Midway	★	50
Armored Core 2	Agetec	★★★	39
Armored Core 2: Another Age	Agetec	★★★½	48
Armored Core 3	Agetec	★★★½	61
Army Men: Air Attack	3DO	★★★½	44
Army Men: Green Rogue	3DO	★★	45
Army Men RTS	3DO	★★★★	56
Army Men: Sarge's Heroes 2	3DO	★★½	45
ATV Offroad Fury	Sony CEA	★★★★	42
❾ **ATV Offroad Fury 2**	Sony CEA	★★★★	64

Head over to the Profile Editor and click Unlock Items. There's a place to cheat in there. Enter these codes for these results.

EATDIRT	Disable/enable aggressive A.I.
FLYPAPER	Disable/enable wrecks
GABRIEL	Unlock San Jacinto Isles
GAMEON	All Games
GIMMEPTS	1,000 Profile points
GOLDCUPS	All Championship events
IGIVEUP	Unlock Everything
SHOWROOM	All ATVs
THREADS	All Equipment
TRLBLAZR	All Tracks

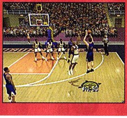


GAME	PUBLISHER	SCORE	ISSUE
ATV Quad Power Racing 2	Acclaim	★★★★	66
Baldur's Gate: Dark Alliance	Interplay	★★★★½	52
Barbarian	Titus	★★	57
Bass Strike Virtual Fishing Tournament	THQ	★½	51
Batman: Vengeance	Ubi Soft	★★★	51
Battle Engine Aquila	Atari	★★★½	65
Blade II	Activision	★★	62
Blood Omen 2	Eidos	★★★½	57
BloodRayne	Majesco	★★★½	63
Bloody Roar 3	Activision	★★★½	47
BMX XXX	Acclaim	★½	65
Britney's Dance Beat	THQ	★★★★	58
The Bouncer	Square EA	★★★	42
Burnout	Acclaim	★★★★½	52
Burnout 2: Point of Impact	Acclaim	★★★★	63
Capcom vs. SNK 2	Capcom	★★★★½	51
CART Fury	Midway	★	47
Casper: Spirit Dimensions	TDK Mediactive	★★½	50
City Crisis	Take 2	★★★	48
Commandos 2: Men of Courage	Eidos	★★	62
Conflict: Desert Storm	Gotham Games	★½	63
Conflict Zone	Ubi Soft	★★½	63
Contra: Shattered Soldier	Konami	★★★★½	64
Cool Boarders 2001	Sony CEA	★★★★	46
Crash Bandicoot: The Wrath of Cortex	Universal	★★★½	51



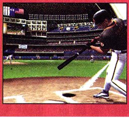
112 PARTY ON

The Sims
Throw a mad kegger



115 MADNESS

NCAA College Basketball 2K3
Beat the Field of 64



116 PLAY BALL!

High Heat 2004
27 tips for sure success

GAME	PUBLISHER	SCORE	ISSUE
Crazy Taxi	**Acclaim**	★★★★	**46**
Dark Angel: Vampire Apocalypse	Metro3D	★½	49
Dark Cloud	**Sony CEA**	★★★★½	**46**
Dark Cloud 2	**Sony CEA**	★★★★★	**66**
Dark Summit	THQ	★★★½	52
Dave Mirra Freestyle BMX 2	**Acclaim**	★★★½	**50**
DDRMAX	Konami	★★★★	63
Dead or Alive 2: Hardcore	Tecmo	★★★★½	39
Dead to Rights	Namco	★★★	65
Defender	Midway	★★★½	62
Deus Ex: The Conspiracy	Eidos	★★★★½	56
Devil May Cry	**Capcom**	★★★★★	**50**
Devil May Cry 2	Capcom	★★★	66
Dino Stalker	Capcom	★★★½	61
Disaster Report	Agetec	★★★½	65
Disney Golf	EA Games	★★★★	61
Disney's PK: Out of the Shadows	Ubi Soft	★★½	63
Disney's Treasure Planet	Sony CEA	★★★½	64
Donald Duck: Goin' Quackers	Ubi Soft	★★★½	42
Downforce	Titus	★★	57
Dr. Muto	Midway	★★½	63
❷ **Dragon Ball Z: Budokai**	**Atari**	★★★½	**65**

INSTEAD OF YELLING BUDOKAI, START HOWLING UNLOCKABLES!

CELL Defeat Cell in Story mode.

CELL SIDE-STORY To unlock the Cell side-story, clear all the episodes in the Android Saga. After that, two new episodes will be available that allow you to play as Cell. Now, you'll see Cell's Perfection come true...sort of.

DODORIA Beat Frieza with Vegeta in Story mode.

FRIEZA Defeat Frieza in Story mode.

FRIEZA SIDE STORY To unlock Frieza's side-story, clear all the episodes in the Namekian Saga. You'll unlock two new episodes that let you play as Frieza. Now, you'll see what would have happens if Frieza had defeated Goku in the series.

GINYU To unlock Ginyu, defeat him in your second encounter with him after he takes Goku's body in Story mode.

GREAT SAIYAMAN Beat World Tournament in Advanced mode.

HERCULE Beat World Tournament in Adept mode.

Unlock Legend of Hercule mode

Beat Adept level for World Tournament mode. You'll then be able to buy Legend of Hercule mode from Mr. Popo's shop.

NAPPA Beat Nappa in Story mode to unlock him.

RADITZ To unlock Raditz, beat him in Story mode.

RECOOME To unlock Recoome, defeat him in your first encounter as Vegeta in Story mode.

TRUNKS Clear Perfect Cell Complete to unlock Trunks.

VEGETA Defeat Vegeta in Story mode.

VEGETA SIDE QUEST Beat Story mode once and you'll unlock a side quest with Vegeta on Earth. You must defeat the Z-fighters from his perspective.

YAMCHA Defeat Yamcha as Cell in Story mode.

ZARBON Beat Zarbon with Vegeta in Story mode.

GAME	PUBLISHER	SCORE	ISSUE
Dragon Rage	3DO	★½	54
Drakan: The Ancients' Gates	Sony CEA	★★★★	53
Driven	Bam	★	52
Driving Emotion Type-S	Square EA	★★½	41
Drome Racers	EA Games	★★½	64
Dropship	Bam	★★★★	57
Dual Hearts	Atlus	★★★	61
Dynasty Tactics	Koei	★★★★½	61
Dynasty Warriors 2	Koei	★★★★	38
Dynasty Warriors 3	Koei	★★★★	52
Dynasty Warriors 3: Xtreme Legends	Koei	★★★½	65
Ecco the Dolphin: Defender of the Future	Acclaim	★★½	56
Egg Mania: Eggstreme Madness	Kemco	★★½	61
Endgame	Empire	★★	59
Ephemeral Fantasia	Konami	★½	49
Escape From Monkey Island	**LucasArts**	★★★★★	**46**
ESPN International Track & Field	Konami	★★★	39

GAME	PUBLISHER	SCORE	ISSUE
ESPN International Winter Sports 2002	Konami	★★★★	54
ESPN MLS ExtraTime	Konami	★★	44
ESPN National Hockey Night	Konami	★½	45
ESPN NBA 2Night	Konami	★★	42
ESPN NBA 2Night 2002	Konami	★★★	56
ESPN Winter X Games Snowboarding	Konami	★★★	41
ESPN Winter X Games Snowboarding 2002	Konami	★★★	53
ESPN X Games Skateboarding	Konami	★★★★	49
Eternal Ring	Agetec	★★	38
Eve of Extinction	Eidos	★★½	56
Everblue 2	Capcom	★★★	66
Evergrace	Agetec	★★	39
EverQuest Online Adventures	Sony Online Ent.	★★½	66
Evil Twin	Ubi Soft	★★	52
Evolution Skateboarding	Konami	★★½	63
Evolution Snowboarding	Konami	★	65
Extermination	Sony CEA	★★½	48
Extreme G III	Acclaim	★★★★	50
F1 2001	**EA Sports**	★★★★★	**52**
F1 2002	EA Sports	★★★★½	60
F1 Championship	Ubi Soft	★★★★	43
F1 Championship Season 2000	EA Sports	★★½	41
Fantavision	Sony CEA	★★★★	40
Fatal Frame	Tecmo	★★★★	55
Ferrari F355 Challenge	Sega	★★	61
FIFA 2001 Major League Soccer	EA Sports	★★★★½	39
FIFA 2002	EA Sports	★★★★½	51
FIFA Soccer 2003	**EA Sports**	★★★★★	**63**
Fighter Maker 2	Agetec	★½	64
Final Fantasy X	**Square EA**	★★★★★	**53**
Fireblade	Midway	★★½	59
Forever Kingdom	Agetec	★½	53
Formula One 2001	Sony CEA	★★½	50
Freekstyle	EA Sports Big	★★★★	59
Frequency	Sony CEA	★★★½	52
Frogger: The Great Quest	Konami	★½	53
Fur Fighters: Viggo's Revenge	Acclaim	★★★	46
Gadget Racers	Conspiracy	★★★½	50
Galerians: Ash	Sammy	★½	66
Gallop Racer	Tecmo	★★	48
Gauntlet: Dark Legacy	Midway	★★★½	46
The Getaway	Sony CEA	★★★★	66
Giants: Citizen Kabuto	Interplay	★★★½	51
Gitaroo-Man	Koei	★★★½	53
Godai: Elemental Force	3DO	★½	54
Gradius III and IV	Konami	★★½	39
Gran Turismo 3: A-spec	**Sony CEA**	★★★★★	**46**
❶ **Grand Theft Auto: Vice City**	**Rockstar**	★★★★★	**63**

All Weapons No. 1	R1, R2, L1, R2, ←, ↓, →, ↑, ←, ↓, →, ↑
All Weapons No. 2	R1, R2, L1, R2, ←, ↓, →, ↑, ←, ↓, ↓, ←
All Weapons No. 3	R1, R2, L1, R2, ←, ↓, →, ↑, ←, ↓, ↓, ↓
Full Armor	R1, R2, L1, ⊗, ←, ↓, →, ↑, ←, ↓, →, ↑
Full Health	R1, R2, L1, ◎, ←, ↓, →, ↑, ←, ↓, →, ↑
Commit Suicide	→, L2, ↓, R1, ←, ←, R1, L1, L2, L1
Raise Wanted Level	R1, R1, ◎, R2, ←, →, ←, →, ←, →
Lower Wanted Level	R1, R1, ◎, R2, ↑, ↓, ↑, ↓, ↑, ↓

Ladies Man (certain women follow you) ◎, ⊗, L1, L1, R2, ⊗, ⊗, ◎, △

GAME	PUBLISHER	SCORE	ISSUE
Grand Theft Auto III	**Rockstar**	★★★★★	**52**
Grandia II	Ubi Soft	★★★½	53
Grandia Xtreme	Enix	★★★½	62
Gravity Games Bike: Street, Vert, Dirt	Midway	½	61
GTC Africa	Majesco	★★½	58
Guilty Gear X	Majesco/Sammy	★★★★	51
Guilty Gear X2	Sammy	★★★★	66
Gungrave	Sega	★★★½	61
Gungriffon Blaze	Working Designs	★★★½	39
Half-Life	**Sierra**	★★★★★	**51**
Harry Potter and the Chamber of Secrets	EA Games	★★★½	64

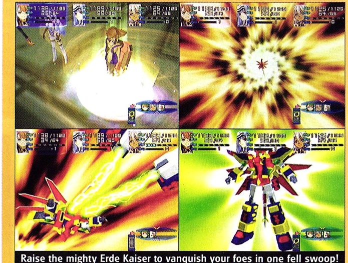
XENOSAGA

You say ether, we say either

Every character in *Xenosaga* has special abilities and attacks, called Ether attacks. Of these, none is more spectacular (or damaging) than Shion's Erde Kaiser attack.

Acquiring the Erde Kaiser requires finding six robot parts scattered around the game. In order to find these parts, you'll need specific segment file numbers, the location of each hidden part, and a decoder to open the locked doors containing said parts. It's a lot of effort, but the end result is worth it. As you can tell by the Voltron-esque sequence of events that follow, the Erde Kaiser Ether attack is nothing short of incredible. Happy hunting.

ROBOT PART	SEGMENT FILE AND LOCATION	DECODER AND LOCATION
Head	1 - Kukai Foundation, roof of Our Treasure (Inn)	1 - Talk to the Tom in the Dock Colony's weapon shop to learn about the Pink Bug. Then talk to the Pink Bug in King's warehouse on Kukai Foundation City Sector 26/27, and select "Great story." Next, check the planter in Durandal's Observatory.
Torso	2 - Dock Colony, junk store	2 - Defeat the Athra 26 Series that appears on the central floor of the second tower on Song of Nephilim System (destroy the fourth box in the location where five boxes are in a line).
Right Leg	3 - Kukai Foundation, Cleaners 1F	3 - The treasure box in Bunnie's house in the Encephlon.
Right Arm	7 - Woglinde, front of Sergeant Major Swagger	7 - Talk to Swaine on Woglinde during the Gnosis attack.
Left Leg	8 - Elsa, corridor of the cargo bay	8 - Before the Gnosis attack, talk to the woman in Ironman bar in Kukai Foundation City Sector 26/27 to learn about the Engagement Ring. Search the white tub on the second floor of the cleaners to obtain Fish Detector. Go to Gaignun's private beach and catch the fish that has the engagement ring. Return to the bar and the ring back to the woman.
Left Arm	9 - Inside Gnosis Mothership, Research Lab 3F	9 - The treasure box guarded by Stribog (the long armed monster) inside the Gnosis Mothership.



Raise the mighty Erde Kaiser to vanquish your foes in one fell swoop!

www.shonenjump.com
Check it out for info on the new manga that includes the original *Yu-Gi-Oh* series.

YU-GI-OH! DUELISTS OF THE ROSES

Master fusion tips from the pros at Prima Games

The following strategies and tips were excerpted from *Prima Games' Official Guide to Yu-Gi-Oh!* The full guide is on sale now. Check their site at www.primagames.com.

In *Yu-Gi-Oh!*, the winning duelist is usually the one with the strongest creatures. However, when you're just beginning with your initial deck, most of your creatures are low-cost and very weak. So, how does a novice duelist compete against such juggernauts as Rex's Bracchio-raidus, Keith's Machine King, or, worst of all, Seto's Blue Eyes White Dragon? Not with the low-level creatures in your default deck. Luckily, *Yu-Gi-Oh!* lets you combine two or more cards to create a stronger creature via a process called Fusion.

In previous Yu-Gi-Oh! games, you needed to tribute monsters or use the Polymerization card to create a Fusion. That's not the case in Duelists, so Fusions are now easier than ever to create.

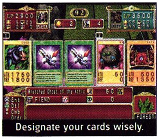
There are dozens of possible Fusion combinations—in fact, there are too many to list here. Besides, half the fun of Fusions is finding the combinations on your own. Remember, though, every card can be part of a Fusion; you'll find just as many unsuccessful combinations as you will successful ones. But there are a few guidelines for exploiting this very useful ability.

FUSION GUIDELINE 1:

Designate your creatures

First, designate the creatures you'll fuse by pushing Up on your D-pad. The order in which you name the creatures isn't usually important, unless you're fusing more than two creatures. In that case, combine the first two creatures into a Fusion creature that will then combine with your third selection, resulting in your ultimate Fusion-creature goal.

For instance, to create Nekogal #2, you'd designate the Lisark, the Rainbow Flower, and the Goddess of Whim, in that order. Fusing the Lisark and Rainbow Flower forms a Flower Wolf. The new Flower Wolf would then combine with the Goddess of Whim to create a Nekogal #2. If the Goddess of Whim was designated first, the Fusion would not work.



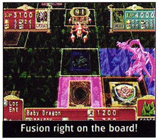
Designate your cards wisely.

FUSION GUIDELINE 2:

Keep track of your summon points

You need enough Summon points to play the highest-level monster of the two you'll be fusing. Then, you play the cards and hope for a successful match. Not only does Fusion let you summon more-powerful creatures than you normally could, but it also lets you play your end-goal creature for fewer summoning points than it would normally cost.

If the Fusion is successful, then the new creature is summoned onto the playing field, while the two combining creatures go to your graveyard.



Fusion right on the board!

TRY THIS...

You can also create a Fusion by summoning a creature from your hand onto the same square as a creature on the field. If the Fusion is legal, when the new card is placed, the two will combine to create a new creature in that square.

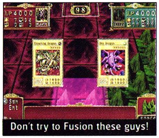
FUSION GUIDELINE 3:

Combine multiple low-cost cards to get a high-cost card

Note that most Fusions operate only with lower-cost cards and that the ultimate card you summon through the Fusion must usually be a higher-level card than the individual component cards.

FUSION GUIDELINE 4:

Use cards of different types



Don't try to Fusion these guys!

Cards of the same type often don't combine to form a Fusion, so experiment with different type combinations, like Dragon and Thunder, or Plant and Fiend.

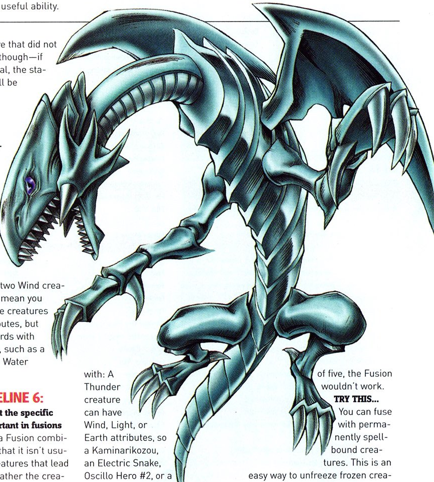
TRY THIS...

You can also combine two creatures on the field of play. To do this, simply move one creature into the same square as another. If the Fusion is legal, the two will fuse in the stationary creature's square (that is, the creature that did not move). Be careful, though—if the Fusion isn't legal, the stationary creature will be destroyed.

FUSION GUIDELINE 5:

Try combining monsters with similar attributes

When deciding which cards to fuse, you should first attempt to fuse creatures of different types with similar attributes, such as two Earth creatures or two Wind creatures. This doesn't mean you shouldn't try to fuse creatures with different attributes, but avoid combining cards with opposite attributes, such as a Fire creature and a Water creature.



FUSION GUIDELINE 6:

Often, the types, not the specific monsters, are important in fusions

Once you discover a Fusion combination, remember that it isn't usually the specific creatures that lead to the Fusion, but rather the creatures' types and attributes. For example, a Dragon of Wind and a Thunder Creature of Wind can fuse to create a Thunder Dragon, but it's not important which Dragon of Wind or Thunder Creature you use. A Baby Dragon, a Petit Dragon, a Fairy Dragon, and a Lesser Dragon are all fair game. And the Thunder component is even easier to work with: A Thunder creature can have Wind, Light, or Earth attributes, so a Kaminarikozou, an Electric Snake, Oscillo Hero #2, or a Thunder Lizard are all options. Any combination of these Dragon and Thunder creatures would result in a Thunder Dragon. In fact, the only constant is each creature's summoning level, which must be three or less. If you tried to create a Thunder Dragon with a Sky Dragon, which has a summon level of five, the Fusion wouldn't work.

Sometimes, it's the type of card...

...that matters when Fusioning.

TRY THIS...

You can fuse with permanently spellbound creatures. This is an easy way to unfreeze frozen creatures and create stronger monsters, all at the same time. You can do this by moving one creature into the same space as the spellbound creature, or by summoning a new creature into the spellbound creature's square. The new Fusion creation will not be spellbound.

FUSION GUIDELINE 7:

Use fusions strategically

In addition to creating stronger creatures, Fusions can be a useful strategic tool in dueling. You can negate an enemy's spellbinding by creating a Fusion with the spellbound creature, or, in the draw phase, free up spaces in your hand for additional cards by ridding your hand of multiple monsters (without wasting any) by creating a Fusion.

The No. 1 thing we'd rather do than play *Yu-Gi-Oh!*? Make fun of the people that play *Yu-Gi-Oh!*

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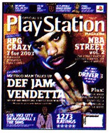

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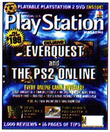
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STAR WARS BOUNTY HUNTER

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Video Previews: Delta Force Urban Warfare, Scooby-Doo, Stuntmaner's Stone, NBA ShootOut 2002

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SPIDER-MAN

SPIDER-MAN
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DEMOS: Intelligent Qube, PaRappa the Rapper, Ace Combat 2, Fighting Force

☐ **Issue 2 - November 1997 $10**
BUSHIDO BLADE STRATEGY
DEMOS: Crash Bandicoot 2, Croc, Armored Core, Madden NFL 98, Cool Boarders 2, Colony Wars

☐ **Issue 3 - December 1997 $10**
COOL BOARDERS STRATEGY
DEMOS: Bushido Blade, Vs., Star Wars: Masters of Teräs Käsi, Jet Moto 2, Cardinal SYN, Ghost in the Shell, Moto Racer, Test Drive 4

☐ **Issue 4 - January 1998 $10**
TOMB RAIDER II STRATEGY
DEMOS: NFL GameDay 98, CART World Series, Frogger

☐ **Issue 5 - February 1998 $10**
ALUNDRA STRATEGY
DEMOS: NCAA GameBreaker 98, Tomb Raider II, Command & Conquer: Red Alert, Crime Killer

☐ **Issue 6- disc only $7.99**
DEMOS: Bloody Roar, Monster Rancher, Shipwreckers

☐ **Issue 7 - April 1998 $10**
RESIDENT EVIL 2 STRATEGY
DEMOS: Hot Shots Golf, Pitfall 3D, WCW Nitro, ONE

☐ **Issue 8 - May 1998 $10**
TEKKEN 3 STRATEGY
DEMOS: Einhänder, Gex: Enter the Gecko, Klonoa

☐ **Issue 9 - June 1998 $15**
GRAN TURISMO REVIEW
DEMOS: Cardinal SYN, Vigilante 8, Forsaken, N2O, TOCA, Dead or Alive

☐ **Issue 10 - disc only $7.99**
DEMOS: Gran Turismo, Tomba!, The Granstream Saga, Jersey Devil, NBA ShootOut, Blasto, Speed Racer

☐ **Issue 11 - August 1998 $15**
VIGILANTE 8 STRATEGY
DEMOS: Tekken 3, Turbo Prop Racing

☐ **Issue 12 - September 1998 $10**
ELEMENTAL GEARBOLT STRATEGY
DEMOS: Spyro the Dragon, Duke Nukem: Time to Kill, WWF War Zone, The Unholy War, S.C.A.R.S.

☐ **Issue 13 - October 1998 $10**
SPYRO THE DRAGON
DEMOS: Metal Gear Solid, Legacy of Kain: Soul Reaver, Test Drive 5, Devil Dice, Brunswick Bowling, Ninja, NFL Xtreme, Cool Boarders 3

☐ **Issue 14 - disc only $7.99**
DEMOS: MediEvil, WarGames Defcon 1, Dragon Seeds, G-Darius, Future Cop L.A.P.D., Colony Wars Vengeance

☐ **Issue 15 - December 1998 $10**
CRASH BANDICOOT STRATEGY
DEMOS: Tomb Raider III, Crash Bandicoot: WARPED, Bomberman World, A Bug's Life, Running Wild, Kagero, Metal Gear Solid, Gran Turismo

☐ **Issue 16 - January 1999 $10**
TOMB RAIDER III STRATEGY
DEMOS: Silent Hill, Moto Racer 2, Brave Fencer Musashi, Apocalypse, T'ai Fu

Issue 17 SOLD OUT

☐ **Issue 18 - March 1999 $10**
SYPHON FILTER STRATEGY
DEMOS: Syphon Filter, Bust A Groove, Shadow Madness, Fisherman's Bait, Akuji the Heartless, No One Can Stop Mr. Domino, Street Sk8er

☐ **Issue 19 - April 1999 $10**
SILENT HILL STRATEGY
DEMOS: R4: Ridge Racer Type 4, WCW/nWo Thunder, Rollcage, Warzone 2100, Rugrats: Search for Reptar

☐ **Issue 20 - May 1999 $10**
LEGEND OF LEGAIA STRATEGY
DEMOS: Ehrgeiz, Gex 3: Deep Cover Gecko, Legend of Legaia, Contender

☐ **Issue 21 - June 1999 $10**
GEX 3 STRATEGY
DEMOS: Oddworld: Abe's Exoddus, NFL Blitz, Bust-a-Move 4, R4: Ridge Racer Type 4, Elmo's Letter Adventure

☐ **Issue 22 - July 1999 $10**
STREET FIGHTER ALPHA 3 STRATEGY
DEMOS: Ape Escape, MLB 2000, The Next Tetris, Tony Hawk's Pro Skater, Croc 2, Soul of the Samurai, Bloody Roar 2

☐ **Issue 23 - August 1999 $10**
APE ESCAPE STRATEGY
DEMOS: Final Fantasy VIII, 3 Xtreme, Tiny Tank, Jade Cocoon, Macross VF-X 2, You Don't Know Jack, Centipede, Ultimate 8-Ball

☐ **Issue 24 - September 1999 $10**
JADE COCOON STRATEGY
DEMOS: Um Jammer Lammy, Sled Storm, Cho-cobo Racing, Pong, Monaco Grand Prix Racing

☐ **Issue 25 - October 1999 $10**
FINAL FANTASY VIII STRATEGY
DEMOS: Metal Gear Solid, WipeOut 3, Omega Boost, NFL Xtreme 2, Jet Moto 3, Toy Story 2, Pac-Man World

☐ **Issue 26 - November 1999 $10**
CRASH TEAM RACING STRATEGY
DEMOS: Grandia, Legacy of Kain: Soul Reaver, Killer Loop, 40 Winks, NFL Blitz, Crash Bandicoot: WARPED, Cool Boarders 3

☐ **Issue 27 - December 1999 $10**
DINO CRISIS STRATEGY
DEMOS: GT 2, Madden NFL 2000, NFL GameDay 2000, NCAA Game Breaker 2000, Cool Boarders 4

☐ **Issue 28 - January 2000 $10**
RESIDENT EVIL 3: NEMESIS STRATEGY
DEMOS: Dino Crisis, NHL FaceOff 2000, NBA Basketball 2000, Tarzan, Army Men: Air Attack, WCW Mayhem

☐ **Issue 29 - February 2000 $10**
MEDAL OF HONOR STRATEGY
DEMOS: Tomba! 2, Tomb Raider The Last Revelation, SuperCross Circuit, MTV Sports Snowboarding

☐ **Issue 30 - March 2000 $10**
GT2 STRATEGY
DEMOS: Syphon Filter 2, Crash Team Racing, NCAA Final Four 2000, Spyro 2, Silent Bomber, Twisted Metal 4

☐ **Issue 31 - April 2000 $10**
SAGA FRONTIER 2 STRATEGY
DEMOS: Colony Wars: Red Sun, Spider-Man, Eagle One: Harrier Attack, Hot Shots Golf 2, Rollcage Stage II

☐ **Issue 32 - May 2000 $10**
SYPHON FILTER 2 STRATEGY
DEMOS: MediEvil II, NCAA March Madness 2000, NASCAR Rumble, Speed Punks, Rugrats Studio Tour

☐ **Issue 33 - June 2000 $10**
FEAR EFFECT STRATEGY
DEMOS: X-Men Mutant Academy, Threads of Fate, WWF SmackDown!, Gauntlet Legends, Grind Session

☐ **Issue 34 - July 2000 $10**
TONY HAWK'S PRO SKATER
DEMOS: Tony Hawk's Pro Skater 2, Legend of Dragoon, MLB 2001, Mr. Driller, Star Trek Invasion

☐ **Issue 35 - August 2000 $10**
WHO WANTS TO BE A MILLIONAIRE
DEMOS: Star Wars Episode 1: Jedi Power Battles, Tenchu 2, WDW: Magical Racing Tour, Destruction Derby Raw, Play with the Teletubbies

☐ **Issue 36 - September 2000 $10**
SOUL REAVER 2
DEMOS: Grind Session, Rayman 2: The Great Escape, Ms. Pac-Man Maze Madness, Dave Mirra Freestyle BMX, Tyco R/C Racing

☐ **Issue 37 - October 2000 $10**
STAR WARS
DEMOS: Bust-A-Groove 2, RC Revenge, Team Buddies, Sydney 2000, Muppet Monster Adventure, Sno-Cross Championship Racing

☐ **Issue 38 - November 2000 $10**
PS2 REVEALED
DEMOS: Crash Bash, Incredible Crisis, Jarrett & LaBonte Stock Car Racing, Spyro: Year of the Dragon, UFC, plus Metal Gear Solid 2 video!

☐ **Issue 39 - December 2000 $10**
CRASH BASH
DEMOS: Madden NFL 2001, Star Wars Demolition, MTV Sports Pure Ride, Mat Hoffman's Pro BMX, Disney's The Emperor's New Groove

☐ **Issue 40 - January 2001 $10**
GRAN TURISMO 3
DEMOS: Driver 2, Spider-Man, The Grinch, 102 Dalmations, Army Men Air Attack 2

☐ **Issue 41 - February 2001 $10**
Z.O.E.
DEMOS: Spyro: Year of the Dragon, Star Wars Demolition, Crash Bash, Cool Boarders 2001, You Don't Know Jack, Mort the Chicken

☐ **Issue 42 - March 2001 $10**
EA SPORTS BIG
DEMOS: CTR: Crash Team Racing, Hot Shots Golf 2, Grind Session, Disney's Tarzan

☐ **Issue 43 - April 2001 $10**
TWISTED METAL: BLACK
DEMOS: Championship Surfer, Power Spike Volleyball, Tigger's Honey Hunt

☐ **Issue 44 - May 2001 $10**
MOH: FRONTLINE
DEMOS: Cool Boarders 2001, MediEvil 2, Legend of Dragoon, Emperor's New Groove, Metal Gear Solid, Legacy of Kain, Ape Escape, Tekken 3, Syphon Filter 2

☐ **Issue 45 - June 2001 $10**
DARK CLOUD
DEMOS: Grind Session, Hot Shots Golf, Dino Crisis, Klonoa

☐ **Issue 46 - July 2001 $10**
TOMB RAIDER
DEMOS: Tomb Raider II, III & Last Revelation, Alone in the Dark, Gran Turismo 2, Dave Mirra: Maximum Remix, Aladdin in Nasira's Revenge

☐ **Issue 47 - August 2001 $10**
FINAL FANTASY
DEMOS: Final Fantasy VIII VIDEOS: Final Fantasy VII, FFIX, FF Tactics, Klonoa 2, Star Wars: Super Bombad Racing and the Final Fantasy movie trailer

☐ **Issue 48 - September 2001 $10**
ICO
DEMOS: Mat Hoffman's Pro BMX
VIDEOS: Disney's Atlantis: The Lost Empire, Okage: Shadow King, Escape from Monkey Island, Drakan II, Legion: The Legend of Excalibur

☐ **Issue 49 - October 2001 $10**
SILENT HILL 2
DEMOS: Cool Boarders 2001, Ico, Klonoa 2: Lunatea's Veil, Gauntlet: Dark Legacy, Star Wars: Super Bombad Racing, Portal Runner, Legacy of Kain: Soul Reaver, Spy Hunter

☐ **Issue 50 - November 2001 $10**
GRAND THEFT AUTO III
DEMOS: Spider-Man 2, X-Men: Mutant Academy 2, Barbie Explorer, Crash Bandicoot: WARPED, Spyro: Year of the Dragon, Twisted Metal 2, Syphon Filter 2, Tekken 3
VIDEOS: Dragon Warrior VII, Syphon Filter 3

☐ **Issue 51 - December 2001 $10**
METAL GEAR SOLID 2
DEMOS: NBA Street, Kinetica, Extermination, Gallop Racer 2001
VIDEOS: Jak and Daxter: The Precursor Legacy, Ico, GameDay 2002, Kinetica

☐ **Issue 52 - January 2002 $10**
JAK AND DAXTER
DEMOS: Monsters, Inc., Sheep Raider, Mary Kate and Ashley's Crash Course, Jumpstart Wild Safari Field Trip
VIDEOS: Harry Potter and the Sorcerer's Stone, NBA ShootOut 2002

☐ **Issue 53 - February 2002 $10**
FINAL FANTASY X
DEMOS: Okage: Shadow King, SSX Tricky, Final Fantasy X, TimeSplitters 2, Dynasty Warriors 3, Crash Bandicoot: The Wrath of Cortex
VIDEOS: Batman: Vengeance, Splashdown, Tony Hawk's Pro Skater 3

☐ **Issue 54 - March 2002 $10**
TOMB RAIDER: TNG
DEMOS: Sheep Raider, Monsters, Inc., Twisted Metal: Small Brawl, Scooby-Doo and the Cyber Chase, E.T.
VIDEOS: Batman: Vengeance, Tony Hawk's Pro Skater 3, Jak and Daxter

☐ **Issue 55 - April 2002 $10**
VIRTUA FIGHTER 4
DEMOS: Maximo, Soul Reaver2, PaRappa the Rapper 2, Frequency, Gitaroo Man, Airblade
VIDEOS : Virtua Fighter 4, Grand Theft Auto III, Smuggler's Run 2, Herdy Gerdy

REPLAY

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GAME	PUBLISHER	SCORE	ISSUE
Harvest Moon: Save the Homeland	Natsume	★★★★	51
Haven: Call of the King	Midway	★★★½	64
Headhunter	Acclaim	★★★	57
Herdy Gerdy	Eidos	★★★	56
Heroes of Might and Magic	3DO	★★½	46
Hidden Invasion	Conspiracy	★★★	60
High Heat MLB 2002	3DO	★★★★	44
High Heat MLB 2003	3DO	★★★★½	55
Hitman 2: Silent Assassin	Eidos	★★★★½	63
Hot Shots Golf 3	Sony CEA	★★★★	55
Hot Wheels: Velocity X	THQ	★★½	64
Ico	Sony CEA	★★★★★	50
Island Extreme Stunts	EA Games	★★★½	65
Jade Cocoon 2	Ubi Soft	★★★½	53
Jak and Daxter: The Precursor Legacy	Sony CEA	★★★★★	52
James Bond 007: Agent Under Fire	EA Games	★★★★	52
⑤ **James Bond 007: NightFire**	**Activision**	★★★★½	**64**

Unlock these multiplayers. Or don't. You choose.

Oddjob	**BOWLER**
Xenia	**JANUS**
Christmas Jones	**NUCLEAR**
Baron Samedi	**VOODOO**
Bond Tux	**BLACKTIE**
Goldfinger	**MIDAS**
Jaws	**DENTAL**
Scaramanga	**ASSASSIN**

James Cameron's Dark Angel	Sierra	★★	65
Jeremy McGrath Supercross World	Acclaim	★	53
Jet X20	Sony CEA	★★	63
Jonny Moseley Mad Trix	3DO	★½	54
Kelly Slater's Pro Surfer	Activision	★★★½	61
Kengo: Master of Bushido	Crave	★★★	42
Kessen	EA Games	★★★	39
Kessen II	Koei	★★★	51
Kinetica	Sony CEA	★★★★½	50
King's Field: The Ancient City	Agetec	★★	55
⑧ **Kingdom Hearts**	**Square EA**	★★★★½	**61**

UP FOR AN ALTERNATE ENDING?

Try this: Beat the game with all keyholes, 99 Dalmatians, all of Ansem's reports, and the Hades Cup.

Klonoa 2: Lunatea's Veil	EA Games	★★★★½	47
Knockout Kings 2001	EA Sports	★★★★	42
Knockout Kings 2002	EA Sports	★★★★	55
Le Mans 24 Hours	Infogrames	★★½	48
Legaia 2: Duel Saga	Fresh Games	★★★	63
The Legend of Alon D'ar	Ubi Soft	★½	54
Legends of Wrestling	Acclaim	★★½	53
Legends of Wrestling II	Acclaim	★★★	65
Legion: The Legend of Excalibur	Midway	★★★	59
Lego Racers 2	Lego Media	★★½	51
Lethal Skies	Sammy	★★★	58
The Lord of the Rings: Fellowship of the Ring	Black Label	★★★½	63
④ **The Lord of the Rings: The Two Towers**	**EA Games**	★★★★½	**63**

Beat the game to use these codes. You'll have to start a mission, pause, and then hold all four shoulder buttons while tapping these in.

Always Devastating	□,□,○,○
Small Enemies	△,△,✕,✕
All Upgrades	△,○,△,○
Invulnerability	△,□,✕,○
Slow Motion	△,○,✕,□
Infinite Missiles	□,○,✕,△

Mad Maestro!	Eidos/Fresh	★★★	56
Madden NFL 2001	EA Sports	★★★★½	38
Madden NFL 2002	EA Sports	★★★★½	48
③ **Madden NFL 2003**	**EA Sports**	★★★★★	**60**

CHEAT TO MAKE IT BIG

Look, we know the minicamps can be gruesome, especially if you're aiming to unlock the likes of Barry Sanders, John Elway, and Deion Sanders.

- Turn off autosave.
- Save your rosters as Cheat.
- Go to the Cheat rosters and edit the players that do the minicamps. In the case of the Ground Attack, raise Emmitt Smith's stats to 99, then lower the defensive players' ratings (Dat Nguyen and Roy Williams).
- Load Cheat rosters and serve.

GAME	PUBLISHER	SCORE	ISSUE
The Mark of Kri	Sony CEA	★★★	59
Marvel vs. Capcom 2	Capcom	★★★★	61
Mat Hoffman's Pro BMX 2	Activision	★★★★	60
Max Payne	Rockstar	★★★★	53
Maximo: Ghosts To Glory	Capcom	★★★½	54
MDK2 Armageddon	Interplay	★★★½	45
Medal of Honor: Frontline	EA Games	★★★★★	58
Men in Black II: Alien Escape	Infogrames	★★½	60
Metal Gear Solid 2	Konami	★★★★★	51
Metropolismania	Natsume	★★★	61
Midnight Club	Rockstar	★★★★	39
Mike Tyson Heavyweight Boxing	Codemasters	★	58
Minority Report	Activision	★★½	65
Mister Mosquito	Eidos/Fresh	★★★½	56
MLB Slugfest 20-03	Midway	★★★★	59
Mobile Suit Gundam: Federation vs. Zeon	Bandai	★★★½	61
Mobile Suit Gundam: Journey to Jaburo	Bandai	★	48
Mobile Suit Gundam: Zeonic Front	Bandai	★★★	54
Monopoly Party	Infogrames	★★★	65
Monster Rancher 3	Tecmo	★★★★	50
Monsters, Inc.	Sony CEA	★★★½	55
⑦ **Mortal Kombat: Deadly Alliance**	**Midway**	★★★★	**64**

ALL RIGHT, CHECK THIS OUT

Here's who you can unlock, what it costs, and which Koffin. Easy enough, right?

Fighter	**Cost**	**Koffin**
Cyrax	3003 Platinum Koins	CN
Drahmin	6500 Sapphire Koins	UR
Frost	208 Ruby Koins	IV
Hsu Hao	3317 Jade Koins	MW
Jax	3780 Ruby Koins	SA
Kitana	2931 Sapphire Koins	KI
Nitara	4022 Gold Koins	TI
Raiden	3116 Jade Koins	XG ▶

Moto GP	Namco	★★★★	39
Moto GP 2	Namco	★★★★½	53
Motor Mayhem	Infogrames	★★★	47
MTV Music Generator 2	Codemasters	★★★	46
The Mummy Returns	Universal	★½	52
MX 2002 Featuring Ricky Carmichael	THQ	★★★★	47
MX Rider	Infogrames	★★★½	52
MX Superfly Featuring Ricky Carmichael	THQ	★★★½	59
Myst III: Exile	Ubi Soft	★★★½	63
Mystic Heroes	Koei	★★½	64
Namco Museum	Namco	★★★½	53
NASCAR 2001	EA Sports	★★½	40
NASCAR Heat	Infogrames	★★★★	47
NASCAR Thunder 2002	EA Sports	★★★★½	51
NASCAR Thunder 2003	EA Sports	★★★★½	62
NASCAR: Dirt to Daytona	Infogrames	★★★½	63
NBA 2K2	Sega Sports	★★★★★	53
NBA 2K3	Sega Sports	★★★★★	63
NBA Hoopz	Midway	★★★	44
NBA Live 2001	EA Sports	★★★	42
NBA Live 2002	EA Sports	★★½	51
NBA Live 2003	EA Sports	★★★★	63
NBA ShootOut 2001	Sony CEA	★★½	44
NBA ShootOut 2003	Sony CEA	★★★	63
NBA Starting Five	Konami	★★½	63
NBA Street	EA Sports Big	★★★★★	47
NCAA College Basketball 2K3	Sega Sports	★★★★	64
NCAA College Football 2K3	Sega Sports	★★½	60
NCAA Final Four 2001	Sony CEA	★	41
NCAA Final Four 2002	989 Sports	★½	52
NCAA Final Four 2003	Sony CEA	★★½	64
NCAA Football 2002	EA Sports	★★★★½	48
NCAA Football 2003	EA Sports	★★★★★	60
NCAA GameBreaker 2001	Sony CEA	★½	41
NCAA GameBreaker 2003	Sony CEA	★★	61
NCAA March Madness 2002	EA Sports	★★★	53
NCAA March Madness 2003	EA Sports	★★★	64
Need for Speed: Hot Pursuit 2	EA Games	★★★★★	62

GAME	PUBLISHER	SCORE	ISSUE
NFL 2K2	Sega Sports	★★★½	52
NFL 2K3	Sega Sports	★★★★½	60
NFL Blitz 20-02	Midway	★★★★	55
NFL Blitz 20-03	Midway	★★★½	60
NFL GameDay 2001	Sony CEA	★	40
NFL GameDay 2002	Sony CEA	★½	53
NFL GameDay 2003	Sony CEA	★★½	61
NFL Quarterback Club 2001	Acclaim	★★½	50
NHL 2001	EA Sports	★★★★	38
NHL 2002	EA Sports	★★★★½	50
NHL 2003	EA Sports	★★★½	63
NHL 2K3	Sega Sports	★★★★★	64
NHL FaceOff 2001	Sony CEA	★★★½	43
NHL FaceOff 2003	Sony CEA	★★	64
NHL Hitz 20-02	Midway	★★★★	51
NHL Hitz 20-03	Midway	★★★★½	62
Ninja Assault	Namco	★★½	61
No One Lives Forever	Sierra	★★★½	56
Okage: Shadow King	Sony CEA	★★★	51
Oni	Rockstar	★½	43
Onimusha: Warlords	Capcom	★★★★	43
Onimusha 2: Samurai's Destiny	Capcom	★★★★	60
Orphen: Scion of Sorcery	Activision	★★★	39
Pac-Man Fever	Namco	★★	60
Pac-Man World 2	Namco	★★★★½	54
PaRappa the Rapper 2	Sony CEA	★★★½	53
Paris-Dakar Rally	Acclaim	★★	53
Pirates: The Legend of Black Kat	EA Games	★★★½	55
Portal Runner	3DO	★★	50
The Powerpuff Girls: Relish Rampage	Bam	★★	65
Pride FC	THQ	★★★★	65
Pro Race Driver	Codemasters	★★★★½	65
Project Eden	Eidos	★★★½	52
Pryzm Chapter One: The Dark Unicorn	TDK Mediactive	★★½	60
P.T.O. IV	Koei	★★★	66
Q-Ball Billiards Master	Take 2	★★★½	40
Quake III Revolution	EA Games	★★★★½	44
Rally Fusion: Race of Champions	Activision	★★★	64
Ratchet & Clank	Sony CEA	★★★★★	63
Rayman 2: Revolution	Ubi Soft	★★★★★	41
Rayman Arena	Ubi Soft	★★★½	57
RC Revenge Pro	Acclaim	★★½	41
Ready 2 Rumble Boxing Round 2	Midway	★★★★	40
Real Pool	Infogrames	★★★½	40
Red Card Soccer 20-03	Midway	★★★	57
Red Faction	THQ	★★★★★	46
Red Faction II	THQ	★★★★	63
Reign of Fire	Bam	★★★½	63
Resident Evil–Code: Veronica X	Capcom	★★★★½	48
Rez	Sega	★★★★½	53
Ridge Racer V	Namco	★★★★½	38
Riding Spirits	Bam	★★★½	61
Ring of Red	Konami	★★★★	43
RLH: Run Like Hell	Interplay	★★★	62
Road Trip	Conspiracy	★★★★	61
Rocky	Ubi Soft	★★★★	64
Robot Alchemic Drive	Enix	★★★★	63
Robotech: Battlecry	TDK	★★★½	62
Romance of the Three Kingdoms VII	Koei	★★½	60
Rugby	EA Sports	★★★½	48
Rumble Racing	EA Games	★★★★½	45
Rune: Viking Warlord	Take 2	★★½	48
Rygar: The Legendary Adventure	Tecmo	★★★★½	64
Salt Lake 2002	Eidos	★★½	55
Savage Skies	Bam	★★★	56
Scooby-Doo: Night of 100 Frights	THQ	★★★	58
The Scorpion King: Rise of the Akkadian	Universal	★★	62
Seek and Destroy	Conspiracy	★★★½	66
Sega Bass Fishing Duel	Sega	★★★	62
Sega Soccer Slam	Sega Sports	★★	62
Sega Sports Tennis	Sega Sports	★★★★½	60
Shadow Hearts	Midway	★★★★	52
Shadow of Destiny	Konami	★★★½	43
Shadow Man: 2econd Coming	Acclaim	★★	57

REPLAY FORUM

TONY HAWK 4: TRASH CASH

When you first enter the College level, turn right and ride up the street until you see a garbage truck with a ramp on its back end. Ride up the ramp and spine transfer over into the bed of the truck. A message will say "Garbage Day." Transfer around for loads of cash.

Axx Dunmire
WickedAx@msn.com

GTA VICE CITY: INVINCIBLE RIDE

I found an invincible car! Go to the Diaz mission called The Guardian (it's in one of Cortez's missions entitled The Guardian, where you have to oversee one of Diaz's drug deals from on high).

Meet up with Lance, then talk to Diaz. Go to the top of the steps. Now, kill Diaz. The mission will end, and you can take Diaz's car. It's immune to everything (unless you tip it over). And, it's an Admiral, so it's not that bad.

Vince Moulton
vincemoulton@hotmail.com

GTA VICE CITY: GROUPIES?

Is there a way to make my henchmen follow me around like the Groupie cheat code? Actually, I just wanna put my henchmen to work because most of the time, they're useless.

Zyrius Zacarias
zirusthevyrius@yahoo.com

Yeah, those guys are useless, Zyrius, but there's no code to make them act like brain-havin' mobsters.

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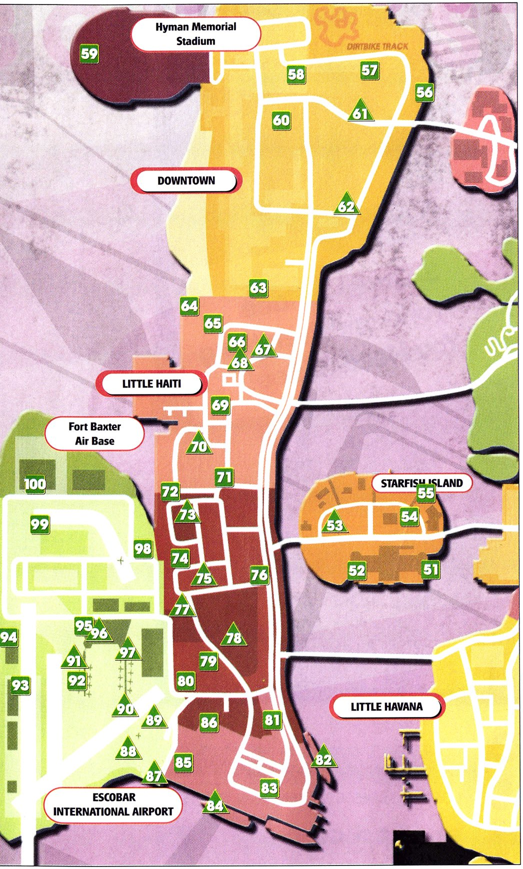
The other 50 packages you've been looking for

GET FIRED UP! Grab a fire truck and press R3. Put out 20 fires on each island and a flamethrower will appear at one of your three save points.

GRAND THEFT AUTO: VICE CITY

The next 50 packages you'll need for the game's big prize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DIRTBIKE TRACK
DOWNTOWN
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STARFISH ISLAND
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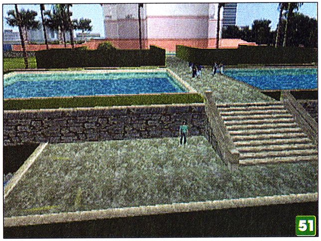
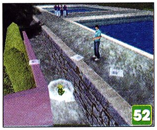
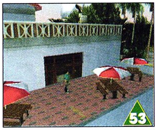
Last issue we got you halfway there, this issue we finish it. Same drill as last month: squares denote street-level tikis, triangles are above ground level.

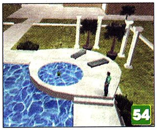
Starfish Island

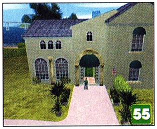
51. At your (or Diaz's) mansion, near the east pool, placed in the corner next to the stairs facing the water.
52. In a narrow alley between your west mansion pool and your next-door-neighbor's property.
53. On the poolside balcony of the house with the Rock Star pool.
54. In the poolside Jacuzzi of the brown house to the east (the one with with the radar dish and basketball net).
55. At the front door of the northeast house with the purple tile roof.







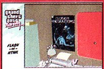


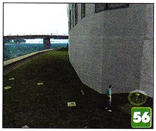


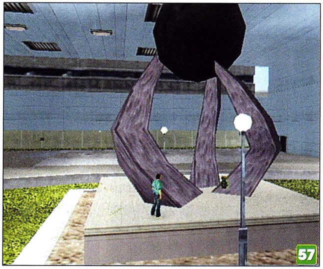
Downtown

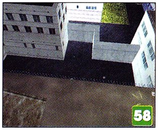
56. Behind the last building you jump from in the G-Spotlight mission, in a nook facing the water.
57. On the sculpture in the V.A.J Finance building.
58. Behind the Mars Café (where Love First's Psycho attacked). Use the save-house alley to reach the package.
59. In the parking lot behind the stadium (west side).
60. In the lower parking garage at the hospital (Schuman Health Care Center on Eoarmount Avenue).
61. Beside the rooftop helipad, on the five-story building south of the V.A.J Finance building.
62. Behind the middle desk inside the downtown office where you first enter in the G-Spotlight mission.

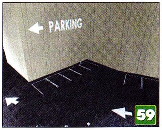
www.vicecity.com
A no-brainer to visit, this is one hot site. You'll find more than just a Candy Suxxx movie title. There are FBI files on all of the crooks in Vice City.

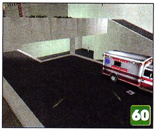


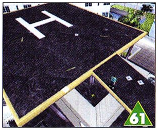


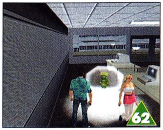






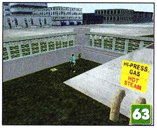


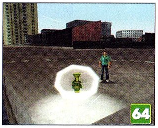


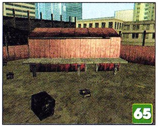


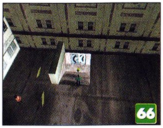
Little Haiti

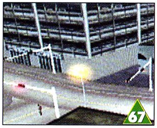
63. In a corner next to the Hi-Press Gas Hot Stream ramp, behind the Moist Palms Hotel.
64. Behind Phil's Place on the corner of the bulkhead (close to the water).
65. Inside the shed at Phil's Place.
66. Down the small set of stairs, behind the building two doors north of Kaufman Kabs.
67. Inside recessed roof of the corner building in North Haiti.
68. On the steps of the house closest to the east side of Kaufman Kabs.
69. Near the skeleton grave behind Funeraria Romero.
70. Between rooftop generators on the building that connects to the north side of Print Works (use the stairs on the north side to access the roof).
71. In a corner behind a wooden fence below the "Life's a Bitch" billboard, on the corner east of Print Works.

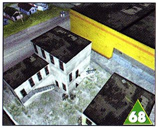


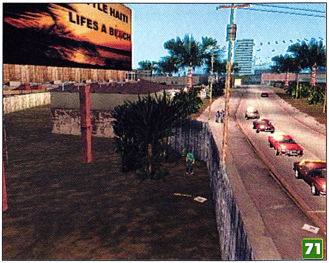


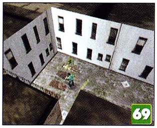


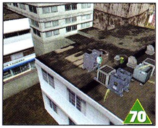






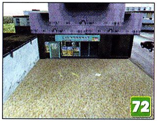


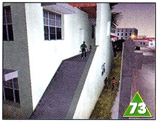


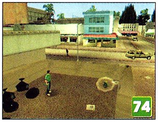


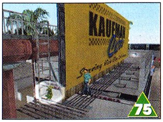
Little Havana

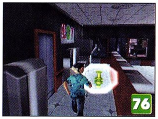
72. Inside the laundromat.
73. On porch of the daiquiri house that's for sale on the corner.
74. Behind the wall, across the street from Umberto's restaurant (Robina's Café).
75. On the Kaufman Kabs billboard, accessed from the adjacent building's rooftop.
76. Inside the doughnut shop on the corner.
77. On top of the four-story building with a red awning (use the corner building's stairs to get there).
78. Upstairs in the car showroom.

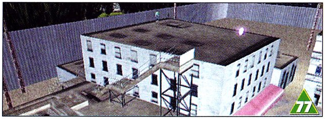


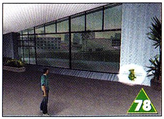












You're almost there, kid. Keep chuggin'.

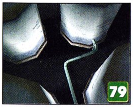
GRAND THEFT OMEN?
Vice City voice actor Burt Reynolds starred in an episode of *B.L. Stryker* titled "Grand Theft Auto."

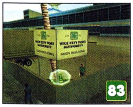
GRAND THEFT AUTO: VICE CITY

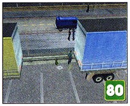
That's 78 down, 22 to go, gangsta

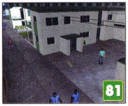
Viceport

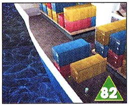
79. Behind a large pipe on the ground, in the middle of the four large jet-fuel tanks.
80. Between two tractor-trailers in the main airport parking lot.
81. In a small parking lot between the little two-story, green-and-white apartments near the shipyard.
82. On the east side of the northeast cargo ship.
83. Under Vice City Port Authority Main Building sign.
84. On the southwest cargo ship (board the Chartered Liberty Lines using a helicopter).
85. Inside the office, deep inside the Seaplanes Tours hangar (the entrance to the hangar is on the south side, facing the water).
86. In a corner, near a fence and a building, north of 8-ball's garage at the docks.

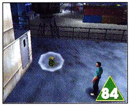


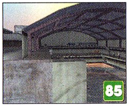


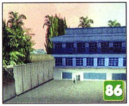


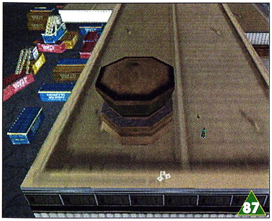


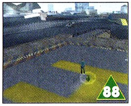


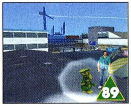


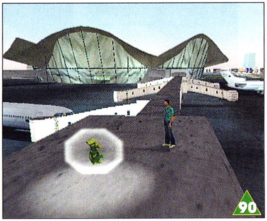


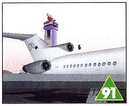


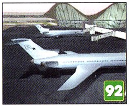






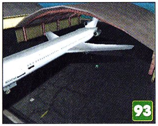


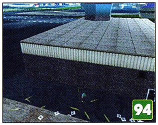


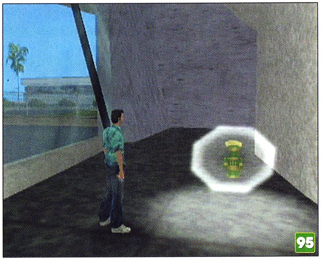


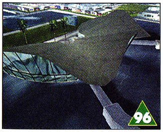
Escobar International Airport

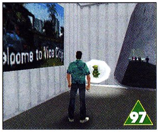
87. On top of the southeast building at the airport (Vice City International Airport Freight and Cargo Terminal).
88. On top of the southernmost helipad.
89. On top of the south McAdam Airways hangar.
90. On top of the east end of the loading bridge.
91. On top of the southwestern-most airplane parked at the terminal.
92. Under southwestern-most airplane parked at terminal.
93. Under the wing of the large ROCKSTAR airplane that's poking out of the hangar.
94. Behind the fire station with the air traffic control tower on top of it.
95. Inside the airport terminal, behind a wall near the pay phone.
96. On the roof of the airport terminal.
97. Top floor of Gate 8-1.
98. Behind the large collection of billboards that leads into the airport.
99. Under an airplane behind the northeast airport.
100. Behind Vice City Air Reserve Fort Baxter Air Base sign at the entrance to the base.

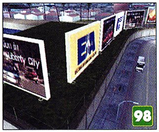


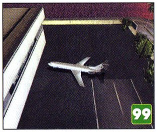


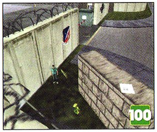












Have any hot tips on *GTA: Vice City*? We're putting together reader tips for next issue! Send them to opm@ziffdavis.com and title the e-mail *Replay: GTA: Forum*.

MIX MASTER MIKE IS TRICKY

Pop in *SSX Tricky* and at the title screen do this: Hold L1 + R1 and press ⊗, ⊗, ➡, ⊗, ⊗, ⬇, ⊗, ⊗, ⬅, ⊗, ⊗, ⬆. Then release L1 + R1 and there will be a sound to confirm it.

GAME	PUBLISHER	SCORE	ISSUE
Shaun Palmer's Pro Snowboarder	Activision	★★½	52
Shifters	3DO	★	58
Shinobi	Sega	★★★½	63
Shox	EA Sports Big	★★★½	63
Shrek Super Party	TDK Mediactive	★★½	64
Silent Hill 2	**Konami**	★★★★½	**50**
Silent Scope	Konami	★★★	39
Silent Scope 2	Konami	★★★½	49
Silent Scope 3	Konami	★★★½	62
Silpheed: The Lost Planet	Working Designs	★★★½	40
The Simpsons: Road Rage	**EA Games**	★★★	**52**
The Simpsons Skateboarding	EA Games	★½	64
The Sims	EA Games	★★★★	65
Sky Gunner	Atlus	★★★½	58
Sky Odyssey	Activision	★★★	40
Sled Storm	EA Big	★★★½	55
Sly Cooper and the Thievius Raccoonus	**Sony CEA**	★★★★★	**62**
Smash Court Tennis Pro Tournament	Namco	★★★½	56
Smuggler's Run	**Rockstar**	★★★★½	**39**
Smuggler's Run 2: Hostile Territory	Rockstar	★★★★½	52
Soccer America: International Cup	Hot-B	★★	48
Soccer Mania	EA/Lego	★★★½	59
SOCOM: U.S. Navy SEALs	**Sony CEA**	★★★★★	**60**
Soldier of Fortune	Majesco	★★★	52
Soul Reaver 2	Eidos	★★★	52
Space Race	Infogrames	★★½	59
Spider-Man	Activision	★★★★½	57
Splashdown	Infogrames	★★★★	52
Spy Hunter	**Midway**	★★★★½	**50**
Spyro: Enter the Dragonfly	Vivendi Universal	★★★	64
SSX	**EA Sports BIG**	★★★★★	**38**
SSX Tricky	**EA Sports BIG**	★★★★★	**52**
Star Trek Voyager: Elite Force	Majesco	★★½	53
Star Wars Bounty Hunter	LucasArts	★★★	64
Star Wars The Clone Wars	LucasArts	★★★	65
Star Wars Episode I–Super Bombad Racing	LucasArts	★★	45
Star Wars Jedi Starfighter	LucasArts	★★★½	56
Star Wars Racer Revenge	LucasArts	★★★★½	55
Star Wars Starfighter	**LucasArts**	★★★★½	**43**
State of Emergency	Rockstar	★★★	55
Stitch: Experiment 626	Sony CEA	★★½	59
Street Fighter EX 3	Capcom	★★★½	39
Street Hoops	Activision	★★★½	60
Stretch Panic	Conspiracy	★★★½	47
Stuntman	Infogrames/Atari	★★★	59
Sub Rebellion	Metro 3D	★★★★	62
Suikoden III	Konami	★★★	63
Summoner	THQ	★★★	39
Summoner 2	THQ	★★★½	62
Sunny Garcia Surfing	Ubi Soft	★★★½	51
Super Bust-A-Move	Acclaim	★★★	41
Super Bust-A-Move 2	Ubi Soft	★★★½	63
Supercar Street Challenge	Activision	★★½	52
Superman: Shadow of Apokolips	Atari	★★★½	63
Surfing H30	Rockstar	★★	40
Swing Away Golf	EA Games	★★★	38
Tarzan: Untamed	Ubi Soft	★★★½	52
Taz: Wanted	Infogrames	★★★½	60
Tekken 4	Namco	★★★½	61
Tekken Tag Tournament	**Namco**	★★★★½	**39**
The Terminator: Dawn of Fate	Atari	★★½	63
Test Drive	Infogrames	★★★½	58
Test Drive Off-Road: Wide Open	Infogrames	★★★	48
Tetris Worlds	THQ	★★	57
Theme Park Roller Coaster	EA Games	★★★★	41
The Thing	Universal	★★★	62
Thunderstrike: Operation Phoenix	Eidos	★½	52
Tiger Woods PGA Tour 2001	EA Sports	★★★	44
Tiger Woods PGA Tour 2002	EA Sports	★★★★	55
Tiger Woods PGA Tour 2003	EA Sports	★★★★½	63
Time Crisis 2	Namco	★★★★	49
TimeSplitters	**Eidos**	★★★★★	**39**
TimeSplitters 2	**Eidos**	★★★★★	**63**
Tokyo Xtreme Racer Zero	Crave	★★½	45
Tom Clancy's Ghost Recon	Ubi Soft	★★★½	65
Tony Hawk's Pro Skater 3	**Activision**	★★★★★	**51**
⑥ **Tony Hawk's Pro Skater 4**	**Activision**	★★★★★	**63**

We could fill this up with a bunch of codes, but all you need is this one. It unlocks everything: watch_me_xplode

Top Angler	Xicat	★★★½	57
Top Gear Dare Devil	Kemco	★★★½	41
Top Gun: Combat Zones	Titus	★★★	50
Total Immersion Racing	Empire	★	66
Transworld Surf	Infogrames	★★★½	57
Tribes: Aerial Assault	Sierra	★★★½	62
Triple Play 2002	EA Sports	★★	55
Triple Play Baseball	EA Sports	★★	45
Tsuganai: Atonement	Atlus	★★★	53
Turok: Evolution	Acclaim	★½	62
Twisted Metal: Black	**SCEA**	★★★★★	**47**
Twisted Metal: Black Online	SCEA	★★★★	61
Ty the Tasmanian Tiger	EA Games	★★★	62
UFC Throwdown	Infogrames	★★★½	58
Unison	Tecmo	★★★½	44
Unreal Tournament	Infogrames	★★½	40
V-Rally 3	Infogrames	★★★★½	64
Vampire Night	Empire	★★½	52
Victorious Boxers	Empire	★★★½	51
Virtua Fighter 4	**Sega**	★★★★★	**55**
War Jetz	3DO	★★½	48
War of the Monsters	**Sony CEA**	★★★★★	**64**
Warriors of Might & Magic	3DO	★★½	44
Wave Rally	Eidos	★½	53
Way of the Samurai	Bam	★★★½	59
Whirl Tour	Vivendi Universal	★★	63
Whiteout	Konami	★	65
Wild Arms 3	Sony CEA	★★★½	62
Wild Wild Racing	Interplay	★★★	39
Winback	Koei	★★★★	43
Wipeout Fusion	Bam	★★★★½	57
Wizardry: Tale of the Forsaken Land	Atlus	★★★	53
Woody Woodpecker: Buzz Buzzard Park	Dreamcatcher	★★★	57
World Destruction League: Thunder Tanks	3DO	★★★	42
World of Outlaws: Sprint Cars	Infogrames	★★★★	55
World Tour Soccer 2002	Sony CEA	★★★★	53
World Tour Soccer 2003	Sony CEA	★★★★	65
WRC: World Rally Championship	**Bam**	★★★★★	**57**
Wreckless: The Yakuza Missions	Activision	★★	63
WTA Tour Tennis	Konami	★	57
⑩ **WWE SmackDown!: Shut Your Mouth**	**THQ**	★★½	**64**

The WWE's dazzling divas are mouthwatering. Score 100 knockouts in Slobberknocker mode and you'll unlock a movie of them being hot.

WWF SmackDown! Just Bring It	**THQ**	★★★½	**52**
X-Men: Next Dimension	Activision	★★★★½	64
X Squad	EA Games	★★★½	38
Xenosaga: Episode 1—Der Wille Zur Macht	Namco	★★★★	66
Yanya Caballista: City Skater	Koei	★★★½	49
Zapper	Infogrames	★★½	64
Z.O.E: Zone of the Enders	Konami	★★★★½	44

PS1 TRICKS AND REVIEW ARCHIVE

007 Racing	EA Games	★★★	41
3Xtreme	989 Studios	★	21
40 Winks	GT Interactive	★★★★	28
102 Dalmatians: Puppies to the Rescue	Eidos	★★★½	41
2002 FIFA World Cup	EA Sports	★★★★	58
A Bug's Life	**Sony CEA**	★★	**15**
Ace Combat 2	**Namco**	★★★★★	**1**
Ace Combat 3: Electrosphere	Namco	★★★	31
Aces of the Air	Agetec	½	64
Action Bass	Take 2	★★	37
Action Man: Operation Extreme	Hasbro	★★★	41
Akuji the Heartless	Crystal Dynamics	★★★	18
Aladdin in Nasira's Revenge	Sony CEA	★★	45
Alexi Lalas International Soccer	Rockstar	★	23
Alien Resurrection	Fox Interactive	★★★	38
All-Star Slammin' D-ball	Agetec	★★½	56
Alone in the Dark: The New Nightmare	Infogrames	★★★★	47
Alundra	Working Designs	★★★★½	4
Alundra 2	Activision	★★★	32
The Amazing Virtual Sea-Monkeys	Conspiracy	★½	66
Animaniacs Ten Pin Alley	ASC	★★★	17
Animorphs: Shattered Reality	Infogrames	★★½	37
Ape Escape	**Sony CEA**	★★★★★	**22**
Apocalypse	Activision	★★★	16
Arc the Lad Collection	Working Designs	★★★★	52
Arcade Party Pak	Midway	★★★½	28
Arcade's Greatest Hits: Atari Collection 2	Midway	★★½	7
Arcade's Greatest Hits: Midway Collection 2	Midway	★★	4
Armored Core	Sony CEA	★★★½	3
Armored Core: Master of Arena	Agetec	★★½	31
Armorines: Project S.W.A.R.M.	Acclaim	½	35
Army Men 3D	**3DO**	★★★	**20**
Army Men: Air Attack	3DO	★★★★	27
Army Men: Air Attack 2	3DO	★★★½	39
Army Men: Green Rogue	3DO	★½	47
Army Men: Sarge's Heroes	3DO	★★	32
Army Men: Sarge's Heroes 2	3DO	★★½	40
Army Men: World War	3DO	★½	34
Army Men: World War - Final Front	3DO	★½	45
Army Men: World War - Land, Sea, Air	3DO	★½	39
Arthur! Ready to Race	The Learning Co.	★	42
Assault	Midway	★★★	15
Asteroids	**Activision**	★★★½	**16**
Atari Anniversary Edition Redux	Infogrames	★★	53
Atlantis: The Lost Empire	SCEA	★★★★	48
ATV: Quad Power Racing	Acclaim	★	39
Austin Powers Pinball	Gotham Games	★★	64
Auto Destruct	Electronic Arts	★★★	6
Azure Dreams	Konami	★★★	10
Backstreet Billiards	Ascii	★★★½	15
Ball Breakers	Take 2	★★★½	36
Ballistic	Infogrames	★★★★	27
Baseball 2000	Interplay	★★	21
Bass Landing	Agetec	★★★½	26
Bass Rise	Bandai	★★★	28
Batman & Robin	Acclaim	★	13
Batman Beyond: Return of the Joker	Ubi Soft	½	39
Batman: Gotham City Racer	Ubi Soft	★½	46
Battle Hunter	Agetec	★½	48
Battletanx: Global Assault	3DO	★½	31
Beast Wars	Hasbro	★½	5
Beyblade	Crave	★½	66
Big Air	Accolade	★½	20
Big Bass Fishing	Take 2	½	58
Big Ol' Bass 2	Konami	★★½	45
Billiards	Agetec	★★½	45
Bio F.R.E.A.K.S.	Midway	★★	10
Black Bass with Blue Marlin	Hot-B	★★	29
Blade	Activision	★★½	41
Blast Lacrosse	Acclaim	★★½	48
Blast Radius	Psygnosis	★★★½	19
Blaster Master: Blasting Again	Crave	★★★	38
Blasto	Sony CEA	★★★½	8
Bloody Roar	Sony CEA	★★★½	6
Bloody Roar 2	Sony CEA	★★★★	21
Blues Big Musical	THQ	★★★	46
Board Game: Top Shop	Agetec	★★★★	45
Bomberman Fantasy Race	Atlus	★★½	19
Bomberman Party Edition	Vatical	★★½	38
Bomberman World	Atlus	★★½	13
The Bombing Islands	Kemco	★★½	47
Boombots	SouthPeak	★★½	27

REPLAY FORUM

GTA VICE CITY: CHOCOLATE LOVE

First, beat the Cop Land mission (that'll unlock the cop outfit). Then go to VCPD HQ, enter the locker room, and walk into the icon that says "cop." Now, get any vehicle and drive to Fort Baxter Air Base (near the airport). Drive through the pole or jump over it.

In the cop outfit, the Army members inside Baxter won't shoot at you unless you attack them—at which point they'll blast the crap out of you.

Once you're in Fort Baxter, turn left. See the stairs leading to the roof of the low building? Go up them. The roof of the building is covered in barriers. Run to the end of the roof; you should see a catwalk on the side of another building. Go across it and then go down the stairs. This should put you in front of the training area. Go through the open gate into the training area, then walk along the northern side of the fence. You'll come to a set of stairs. Near them, you'll find an opening to the northernmost part of Fort Baxter. Go in and run west. You should eventually see a lone Apache helicopter. Steal it, (the army guys won't care) and fly away. Circle fires the missiles, and R1 fires the machine gun. Once you get the Apache, you can use it for Brown Thunder Vigilante missions.

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THE MIDAS TOUCH

Enter MIDAS at *The Sims* Cheat menu. Begin the game in Get A Life mode, get into the hot tub, then quit out. It unlocks all two-player games.

THE SIMS

Let's get this party started quickly, right?

Goals

1. Get promoted to level 4.
2. Get promoted to level 5.
3. Upgrade the abode when you go to Buy mode.
4. The house starts with $53,180 in value. The player must add $1,500 in value with objects for a final house value of at least $54,680.
5. Throw a raging party.
6. Move out with one of Dudley's friends from the party.

Tips & Tricks

Want to turn a party guest into a roommate?
- Get two promotions.
- Improve the value of your house.
- Throw a raging party (check out the sidebar below).

When you first enter the house, your Sim's mood will be good. Use that to learn any skill that will help you get the two promotions you need.

Check your Job panel. The amount of friends you need in order to achieve each level of a career is listed above your career name.

Whether players create a male or female Sim, **the party guests are always the same Sims**: Carlos, Layla, Zara, Betty, Bingo, and Leon. These Sims can be telephoned by calling the Roomies family. You can target one of them as your potential roommate, and then invite him or her over so you can improve the relationship without the stress of party management.

Dudley and Mimi won't cook or clean, but they will cook hamburgers on the BBQ. Get them to start flipping burgers for you if you're too busy.

Roomies will only accept the offer to be your new roommate if a party is in progress and the average mood is high. Follow the rager party instructions (right) to ensure this happens quickly.

Dudley and Mimi can get promoted once or twice, but they won't learn new skills. Send them to work in a good mood so they'll get a promotion, which will generate a little more cash.

Keep an eye out for Bobo, a shabbily dressed balding guy wearing broken glasses. If you greet this homeless person and feed him, you can unlock a special two-player game.

Player must use the phone to throw a party, and then get the average Mood up to 10. This is between one and two green mood bars. Since you can't tell what kind of mood guests are in, you need to make sure everyone has a meal and then does fun things like dance at a stereo, get in the hot tub, or watch television.

Learn to strategically use the hot tub; it's one of the most useful objects in the game. Not only can it raise Hygiene, Comfort, and Fun scores, but if you get two or more Sims in it at the same time, it can also raise your Social score. If you are close to losing a friend, just invite them over for a jump in the tub…it's a great way to maintain relationships.

Hire both the maid and the gardener. You'll need to rehire them each time you move to a new house.

Have you fallen in love with your Sim? Even in a non-creepy way? Be honest: opm@ziffdavis.com.

Unlocks

STRIP POKER TABLE
Promotion to level 4

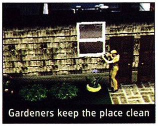
MASTER SUITE TUB
Promotion to level 5

TREE SWING House value raised from $53,180 to $54,680

THE MOTEL (BASH 'N' SMASH) 2P GAME Throw a raging party

THE PARK (BEGGARS' BANQUET) 2P GAME Greet and feed Bobo the Bum, a homeless character who wanders the neighborhood.

HEAD IN JAR CURIO Unlocked for getting through house in 8 days or less


Gardeners keep the place clean

PARTY ON!
Parties can get crowded quickly
To alleviate traffic congestion, try building a third bathroom.

Hidden Skins

DUDLEY Make friends with Dudley and you can unlock his camouflage pants.

MIMI Make friends with Mimi and you can unlock her "cat ears" double-ponytail hairstyle.

FRAN FOOFARAW Make friends with Fran and you can unlock her "cheerleader" ponytail hairstyle.

FREDDY FOOFARAW Make friends with Freddy and you can unlock his "mullet" hairstyle.

ZARA ROOMIES Make friends with Zara and you can unlock her flirty red camisole.

BETTY ROOMIES Make friends with Betty and you can unlock her backward baseball cap.

BINGO ROOMIES Make friends with Bingo and you can unlock his "Liberty Spikes" haircut.

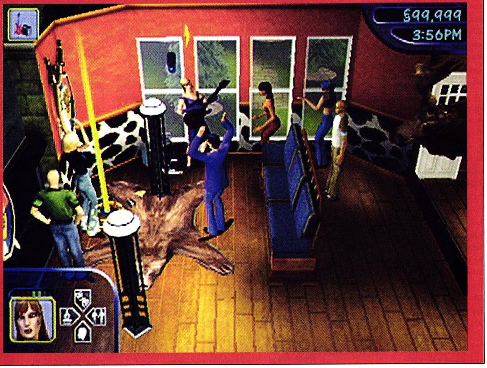
CARLOS ROOMIES Make friends with Carlos and you can unlock his "Mohawk" hairstyle.

LAYLA ROOMIES Make friends with Layla and you can unlock her cool fishnet stockings.

LEON ROOMIES Make friends with Leon and you can unlock his bowling shirt.

What constitutes a raging party?

One at which the average mood is very high—but they're tricky to pull together. Follow these steps to throw your very own rager:
- Be sure the house is clean and that both house members are in a good mood.
- Turn on the television, stereo, lights, and bug zapper.
- Cook a group meal.
- Use the phone to start a party.
- Once people arrive, put Dudley or Mimi in the hot tub. This makes other people get into the hot tub, too.
- Target the guest you want to cohabitate with and start talking to them.
- Keep joining people to dance at the stereo, watch television, and get in the hot tub, and the average mood of your party should rise enough to turn your soiree into a rager.



PS2 CASTLEVANIA

Loved *Symphony of the Night*? Good news: A new 3D *Castlevania* from the same development team is coming this fall.

GAME	PUBLISHER	SCORE	ISSUE
Bottom of the 9th '97	Konami	●●●◐	1
Bowling	Agetec	●●	43
Boxing	Agetec	●●●	45
Brave Fencer Musashi	Square EA	●●●●	15
Bravo Air Race	THQ	●●●	1
Breakout	Hasbro	●●	39
Breath of Fire III	Capcom	●●●◐	9
Breath of Fire IV	Capcom	●●●◐	40
Brigandine	Atlus	●●●◐	15
Broken Sword	THQ	●●●●	5
Broken Sword II	Crave	●●●◐	27
Brunswick Circuit Pro Bowling	THQ	●●●◐	13
Brunswick Circuit Pro Bowling 2	THQ	●●●●	31
Bug Riders	GT Interactive	●●	3
Bugs Bunny & Taz: Time Busters	Infogrames	●●●	41
Bugs Bunny: Lost In Time	Infogrames	●●●◐	23
Builder's Block	Jaleco	●●●◐	35
Burstrick Wake Boarding!!	Natsume	●◐	45
Bushido Blade 2	Square EA	●●●◐	14
Bust A Groove	989 Studios	●●●●	16
Bust A Groove 2	Enix	●●●	36
Bust-A-Move 4	Natsume	●●●●	17
Bust-A-Move 99	Acclaim	●●	19
Buzz Lightyear of Star Command	Activision	●●◐	39
C: The Contra Adventure	Konami	●◐	12
c-12: Final Resistance	Sony CEA	●●◐	58
Caesar's Palace 2000	Interplay	◐	41
Caesar's Palace II	Interplay	●●	15
Capcom vs. SNK Pro	Capcom	●●●◐	60
Card Games	Agetec	●◐	50
Cardinal SYN	Sony CEA	●●●	9
CART World Series	Sony CEA	●●●◐	3
Casper: Friends Around the World	Sound Source	●◐	41
Castlevania Chronicles	Konami	●●●◐	50
Castlevania: Symphony of the Night	**Konami**	●●●●●	**2**
Castrol Honda Superbike	Electronic Arts	●●	21
Centipede	Hasbro	●	22
Championship Bass	EA Sports	●●●●	33
Championship Motocross 2001 Feat. Ricky Carmichael	THQ	●●●	41
Championship Motocross Feat. Ricky Carmichael	THQ	●●●◐	25
Championship Surfer	Mattel	●●●	41
Chessmaster II	Mindscape	●●●◐	23
Chicken Run	Eidos	●●●	41
Chocobo Racing	Square EA	●●●	23
Chocobo's Dungeon 2	Square EA	●●◐	29
Chrono Cross	**Square EA**	●●●●●	**36**
Circuit Breakers	Mindscape	●●●	12
Civilization II	Activision	●●●●◐	18
Clock Tower	Ascii	●●●	2
Clock Tower II: The Struggle Within	Agetec	●●◐	28
Colin McRae 2.0	**Codemasters**	●●●●●	**40**
Colin McRae Rally	Sony CEA	●●●●	30
Colony Wars	**Psygnosis**	●●●●●	**4**
Colony Wars: Red Sun	Psygnosis	●●●●◐	31
Colony Wars: Vengeance	Psygnosis	●●●◐	14
Command & Conquer: Red Alert	Virgin	●●●◐	4
Contender	Sony CEA	●●●●	17
Contender 2	Bam	●	41
Cool Boarders 2	**Sony CEA**	●●●●	**3**
Cool Boarders 3	**989 Studios**	●●●	**14**
Cool Boarders 4	**989 Studios**	●●●	**27**
Cool Boarders 2001	Sony CEA	●	39
Countdown Vampires	Bandai	●◐	32
Covert Ops: Nuclear Dawn	Activision	●●◐	34
Crash Bandicoot 2	**Sony CEA**	●●●●	**3**
Crash Bandicoot: WARPED	**Sony CEA**	●●●●●	**15**
Crash Bash	SCEA/Universal	●●◐	39
Crime Killer	Interplay	●●●	12
Critical Depth	GT Interactive	●●●	3
Croc	**Fox Interactive**	●●●●	**1**
Croc 2	Fox Interactive	●●◐	22
Crossroad Crisis	Magetec	●◐	50
Crusaders of Might & Magic	3DO	●●●	30
CTR: Crash Team Racing	**Sony CEA**	●●●●●	**26**
CyberTiger	EA Sports	●●●●	27
Dance Dance Revolution	Konami	●●●●	42
Dance Dance Revolution: Disney Mix	Konami	●●●●	49
Dance Dance Revolution: Konamix	Konami	●●●●	57
Danger Girl	THQ	●●◐	39
Dark Omen	Electronic Arts	●●	9
DarkStalkers 3	Capcom	●●●●	16
Darkstone	Take 2	●●●◐	43
Dave Mirra Freestyle BMX	Acclaim	●●●◐	38
Dave Mirra Freestyle BMX: Maximum Remix	Acclaim	●●◐	47
David Beckham Soccer	Majesco	●●●	61
Dead in the Water	ASC	●●◐	17
Dead or Alive	Tecmo	●●●●◐	8
Deathtrap Dungeon	Eidos	●●◐	9
Deception III: Dark Delusion	Tecmo	●●●●	31
Delta Force: Urban Warfare	Novalogic	●●●	61
Demolition Racer	Infogrames	●●●●	26
Destrega	Koei	●●●●	16
Destruction Derby Raw	Midway	●●●●	39
Devil Dice	THQ	●●●◐	13
Dexter's Laboratory: Mandark's Lab?	Bam	●●●◐	59
Diablo	Electronic Arts	●●●●	8
Die Hard Trilogy: Viva Las Vegas	Fox Interactive	●●	31
Digimon Digital Card Battle	Bandai	●●●	48
Digimon Rumble Arena	Bandai	●●●◐	55
Digimon World	Bandai	●◐	36
Digimon World 2	Bandai	●●	46
Digimon World 3	Bandai	●●◐	57
Dino Crisis	Capcom	●●●●	25
Dino Crisis 2	Capcom	●●●●◐	38
Disney's Dinosaur	Ubi Soft	●◐	36
Disney's Treasure Planet	Sony CEA	●●◐	64
Donald Duck: Goin' Quackers	Ubi Soft	●●●	39
Downhill Mountain Bike Racing	Activision	●●◐	27
Dracula: The Last Sanctuary	DreamCatcher	●●◐	56
Dracula: The Resurrection	DreamCatcher	●●◐	48
Dragon Ball GT	Bandai	●●	4
Dragon Tales: Dragon Seek	NewKidCo	●◐	45
Dragon Valor	Namco	●●●	38
Dragon Warrior VII	Enix	●●●●◐	51
Dragonseeds	Jaleco	●●	15
Driver	**GT Interactive**	●●●●	**24**
Driver 2	Infogrames	●●●●	40
Ducati World Championship Racing	Acclaim	●●◐	41
Duke Nukem: Land of the Babes	Infogrames	●●◐	40
Duke Nukem: Time to Kill	**GT Interactive**	●●●◐	**14**
Duke Nukem: Total Meltdown	GT Interactive	●●●	5
Dukes of Hazzard	**SouthPeak**	●◐	**29**
Dukes of Hazzard II: Daisy Dukes it Out	SouthPeak	●●	41
Dune 2000	Electronic Arts	●◐	27
EA Sports Supercross	EA Sports	●●●◐	41
Eagle One: Harrier Attack	Infogrames	●●●	32
Echo Night	Agetec	●●●	23
ECW Anarchy Rulz	Acclaim	●	38
ECW Hardcore Revolution	Acclaim	●◐	30
Ehrgeiz	Square EA	●●●◐	21
Einhänder	Sony CEA	●●●●	8
Elemental Gearbolt	Working Designs	●●●●	11
Eliminator	Psygnosis	●◐	20
The Emperor's New Groove	SCEA	●●●◐	40
ESPN MLS GameNight	Konami	●●●	40
E.T. the Extra-Terrestrial: Interplanetary Mission	NewKidCo	◐	54
Eternal Eyes	Crave	●◐	38
Evil Dead: Hail to the King	THQ	●●◐	41
Evil Zone	Titus	●●●	25
Expendable	Infogrames	●◐	34
F1 2000	EA Sports	●●●◐	33
F1 Championship Season	EA Sports	●●●◐	40
F1 Racing Championship	Ubi Soft	●●◐	39
Family Feud	Hasbro	●●●	39
Family Game Pack	3DO	●●◐	33
Fantastic Four	Acclaim	●●	3
Fatal Fury: Wild Ambition	SNK	●◐	30
Fear Effect	Eidos	●●●●◐	31
Fear Effect 2: Retro Helix	Eidos	●●●●◐	43
Felony 11-79	Ascii	●●●	1
FIFA 98	EA Sports	●●●◐	4
FIFA 99	EA Sports	●●●●◐	17
FIFA 2000	EA Sports	●●●●◐	27
FIFA 2001 Major League Soccer	EA Sports	●●●●◐	39
FIFA Soccer 2003	EA Sports	●●●◐	63
The Fifth Element	Activision	◐	15
Fighter Maker	Agetec	●●●◐	21
Fighting Force	**Eidos**	●●●	**3**
Fighting Force 2	Eidos	●●	29
Final Fantasy Anthology	Square EA	●●●●◐	26
Final Fantasy Chronicles	Sony CEA	●●●●	47
Final Fantasy Tactics	**Sony CEA**	●●●●	**5**
Final Fantasy VII	**Sony CEA**	●●●●●	**1**
Final Fantasy VIII	**Square EA**	●●●●●	**25**
Final Fantasy IX	**Square EA**	●●●●●	**39**
Fisherman's Bait	Konami	●●●◐	18
Fisherman's Bait 2: Big Ol' Bass	Konami	●●●	27
Flintstones Bedrock Bowling	SouthPeak	●	37
Ford Racing	Empire	●●◐	44
Formula 1 '98	**Psygnosis**	●●●●	**15**
Formula 1 '99	Psygnosis	●●●◐	28
Forsaken	Acclaim	●●●●	10
Fox Sports Golf '99	Fox Interactive	●●	11
Fox Sports Soccer '99	Fox Interactive	●●◐	11
Freestyle Boardin' '99	Capcom	●●◐	18
Freestyle Motocross: McGrath vs. Pastrana	Acclaim	●●◐	40
Frogger	**Hasbro**	●●◐	**4**
Frogger 2: Swampy's Revenge	Hasbro	●●●	38
Front Mission 3	Square EA	●●●●◐	31
Future Cop L.A.P.D.	Electronic Arts	●●●	13
G-Police	Psygnosis	●●●●◐	3
G-Police 2	Psygnosis	●●●●	25
G-Darius	THQ	●●●●	13
Galaga: Destination Earth	Hasbro	●●◐	39
Galerians	Crave	●●●	33
Gallop Racer	Tecmo	●●◐	28
Gauntlet Legends	Midway	●●◐	32
Gekido	Interplay	●●●	34
Gex: Deep Cover Gecko	Eidos	●●●◐	20
Gex: Enter the Gecko	Midway	●●●◐	7
Ghost in the Shell	THQ	●●●●	4
Glover	Hasbro	●●	28
Gold and Glory: The Road to El Dorado	Sony CEA	●●	42
Gran Turismo	**Sony CEA**	●●●●●	**9**
⑩ **Gran Turismo 2**	**Sony CEA**	●●●●●	**29**

Enter the GT League race events until you get to the Pacific League races. Enter the Midfield Raceway event to be awarded a R*Nissan 300ZX GTS FedEx race car.

GAME	PUBLISHER	SCORE	ISSUE
Grand Theft Auto	**Take 2**	●●◐	**10**
Grand Theft Auto 2	Rockstar	●●●	27
Grand Theft Auto: London 1969	Rockstar	●●◐	22
Grand Tour Racing '98	Activision	●●●	1
Grandia	Sony CEA	●●●●◐	26
Granstream Saga	THQ	●●●	10
The Grinch	Konami/Universal	●◐	39
Grind Session	Sony CEA	●●●●	34
Grudge Warriors	Take 2	●●	34
Guardian's Crusade	Activision	●●●	19
Gundam Battle Assault 2	Bandai	●●●●	62
Gunfighter: The Legend of Jesse James	Ubi Soft	●●◐	52
HardBall '99	Accolade	●◐	15
Harry Potter and the Sorcerer's Stone	EA Games	●●●	53
④ **Harry Potter and the Chamber of Secrets**	**EA Games**	●●●	**64**

EASILY SCORE EASY WIZARD CARDS

- Go to the Burrow and Diagon Alley. Look for chests there for Wizard Cards.
- Go to Neville's games, especially Broom Racing, to get Wizard Cards. Note: You will have to pay Beans to participate in Broom Racing and Gnome Tossing. Gnome Dunking is free.
- At the very beginning In Ron's barn, there is a card on top of the rafters. To get it, you need to climb the chicken coop outside.
- Go to the fourth floor. Look under every bookshelf. You should

REPLAY FORUM

FFX: REFLECT YEVON

In just about every issue since *FFX*'s release, I've seen a different way to beat Yu Yevon. I beat it very easily, and I thought I had used the most obvious way. Here is how I did it: After noticing that it healed itself after every blow, I thought to myself, "If I cast Reflect on it, the spell would heal me and not Yu." So, I tried it and it worked.

I liked all those unique ways of beating Yu Yevon, but I always thought that my way would have been most obvious.

Mike White
shadowrunner4hire@earthlink.net

TIMESPLITTERS 2: REMOTE GUNS?

I rented *TimeSplitters 2* this weekend and I thought it was great, but is the remote gun accessible in the mapmaker (like the ones on the Training Ground level)? I can't find them. Did they take it out of mapmaker, or is there a way to unlock it?

Michael W.
ghettoblastin2002@yahoo.ca

Our extensive research hasn't uncovered any remote guns available in mapmaker—only the stationary turrets are there (under Advanced mode).

GTA VICE CITY: QUICK DRIVE

How the hell am I supposed to beat Hillary?

Gregory Pease
gspease@attbi.com

It's one of the game's hardest tasks. The trick? Don't pass him until the very end and you'll finally win.

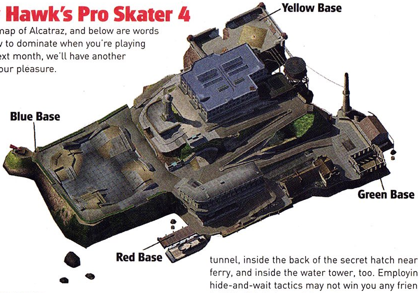
"Able, kill me."
Speak this into your headset and Boomer will drop a grenade at your feet.

ONLINE GAMING

Getting online is easy; winning is the hard part

Tony Hawk's Pro Skater 4

Here's a map of Alcatraz, and below are words about how to dominate when you're playing online. Next month, we'll have another map for your pleasure.



CAPTURE THE FLAG
Alcatraz is a great level for Capture the Flag, but the level may prove too large for fewer than six skaters. Consider holding out for more players before tackling this course.

KING OF THE HILL
This course is a camper's delight. There are plenty of places to hide at Alcatraz, including in the attic above the tunnel, on the roof of the building with the tunnel, inside the back of the secret hatch near the ferry, and inside the water tower, too. Employing hide-and-wait tactics may not win you any friends, but it's definitely a valid strategy.

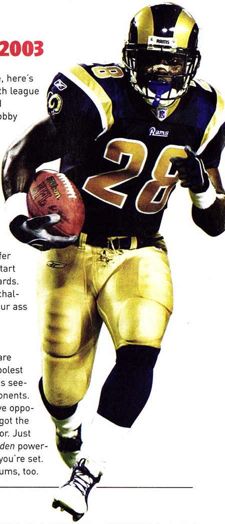
GRAFFITI
For those who like team-based games of Graffiti, Alcatraz is the course for you! Spread your team out and conquer separate areas apart from one another. Send one person to the parade grounds, another to the switchbacks, and a third to the rooftop and exercise yard. This divide-and-conquer tactic will keep your team in the lead, and out of each other's way!

Madden NFL 2003

KICKOFF
If you're ready to get online, here's a couple sites that offer both league and ladder play for *2K3* and *Madden*. Be warned, this hobby can be more addictive than surfing Cindy Margolis web sites. But it's a great way to be part of an online community, and to get the competition you need. Good luck!

www.crushem.com
More geared toward ladder play, but several threads offer league action. Sign in and start posting on the message boards. You'll find plenty of willing challengers and probably get your ass kicked with regularity.

www.fgonline.org
League and ranking action are available here. One of the coolest features in the ranked play is seeing feedback from your opponents. You can also view prospective opponent feedback to see who's got the style of play you're looking for. Just click on the *NFL 2K3* or *Madden* power-ranking link on the left and you're set. Become a regular in the forums, too.



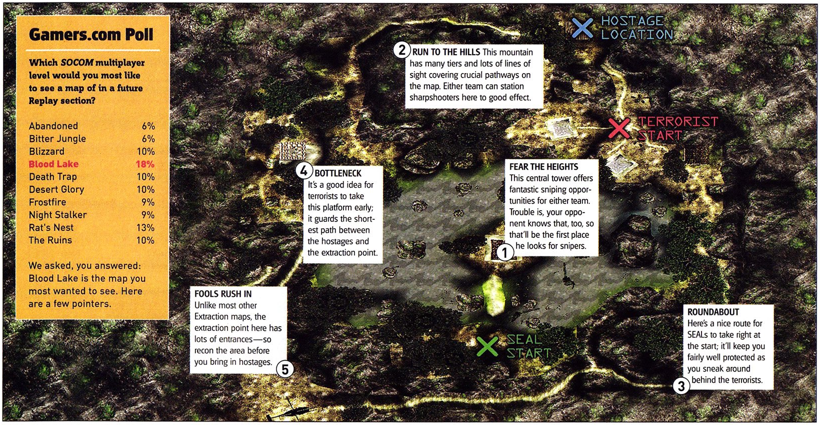
SOCOM: U.S. Navy SEALs

Gamers.com Poll

Which *SOCOM* multiplayer level would you most like to see a map of in a future Replay section?

Abandoned	6%
Bitter Jungle	6%
Blizzard	10%
Blood Lake	**18%**
Death Trap	10%
Desert Glory	10%
Frostfire	9%
Night Stalker	9%
Rat's Nest	13%
The Ruins	10%

We asked, you answered: Blood Lake is the map you most wanted to see. Here are a few pointers.



① **FEAR THE HEIGHTS** This central tower offers fantastic sniping opportunities for either team. Trouble is, your opponent knows that, too, so that'll be the first place he looks for snipers.

② **RUN TO THE HILLS** This mountain has many tiers and lots of lines of sight covering crucial pathways on the map. Either team can station sharpshooters here to good effect.

③ **ROUNDABOUT** Here's a nice route for SEALs to take right at the start; it'll keep you fairly well protected as you sneak around behind the terrorists.

④ **BOTTLENECK** It's a good idea for terrorists to take this platform early; it guards the shortest path between the hostages and the extraction point.

⑤ **FOOLS RUSH IN** Unlike most other Extraction maps, the extraction point here has lots of entrances—so recon the area before you bring in hostages.

What's your favorite game to play online? Do tell: opm@ziffdavis.com and make the subject line: *Replay: Online Gamer.*

www.dickvitaleonline.com Nothing says college basketball like a few Dick Vitale-isms. Find them here, and order a Dickie V. bobblehead while you're at it.

GAME	PUBLISHER	SCORE	ISSUE
notice there is no wall under one of them. The path leads to three treasure chests, revealing Wizard and Witches Cards. • Go to the fourth floor and look for a staircase that has no wall under it. It will say "Crawling" in the top corner. Go in it and explore to find two Wizard Cards and a cauldron for refilling your potion vial.			
Harvest Moon: Back to Nature	Natsume	●●●◖	40
HBO Boxing	Acclaim	●●	41
Heart of Darkness	Interplay	●●●●	13
Hello Kitty's Cube Frenzy	NewKidCo	●●◖	20
Herc's Adventures	LucasArts	●●●	2
High Heat Baseball 2000	3DO	●	22
High Heat Major League Baseball 2002	3DO	●●●●	43
Hogs of War	Infogrames	●●●●	38
Hooters Road Trip	Ubi Soft	◖	55
Hoshigami: Ruining Blue Earth	Atlus	●●◖	53
Hot Shots Golf	Sony CEA	●●●●	7
Hot Shots Golf 2	Sony CEA	●●●◖	30
Hot Wheels Turbo Racing	**Electronic Arts**	●●◖	**25**
Hydro Thunder	Midway	●●	31
IHRA Drag Racing	Bethesda	◖	53
In Cold Blood	DreamCatcher	●●	49
Incredible Crisis	Titus	●●●◖	38
Inspector Gadget: Gadget's Crazy Maze	Ubi Soft	●●●◖	50
Intelligent Qube	Sony CEA	●●●	2
Intellivision Classic Games	Activision	●◖	28
Int'l. Superstar Soccer 98	Konami	●●●●◖	11
Int'l. Track & Field 2000	Konami	●●●●	27
Invasion From Beyond	GT Interactive	●●	19
Iron Soldier 3	Vatical	●●●●	35
Irritating Stick	Jaleco	●●●	18
ISS Pro Evolution	Konami	●●●●◖	35
The Italian Job	**Rockstar**	★★★★★	**57**
Jackie Chan Stuntmaster	Midway	●●●◖	30
Jade Cocoon	Crave	●●●◖	23
Jarrett & LaBonte Stock Car Racing	Codemasters	●●●●	38
Jeopardy!	Hasbro	●●●●	17
Jeopardy! 2	Hasbro	●●●●	29
Jeremy McGrath Supercross 2000	**Acclaim**	●◖	**38**
Jersey Devil	Sony CEA	●●	10
Jet Moto 2	**Sony CEA**	●●●◖	**3**
Jet Moto 3	989 Studios	●●●◖	26
Jimmy Johnson VR Football	Interplay	●●	2
Jojo's Bizarre Adventure	Capcom	●●●●◖	31
Juggernaut	Jaleco	●●	26
K-1 Grand Prix	Jaleco	●●●◖	28
K-1 Revenge	Jaleco	●●◖	18
Kagero: Deception II	Tecmo	●●●●◖	14
Kartia	Atlus	●●●●	12
Kensei Sacred Fist	Konami	●◖	17
Kickboxing	Agetec	●	58
Killer Loop	Crave	●●●	27
King of Fighters 99	Agetec	●●●●	41
KISS Pinball	Take 2	●◖	46
Klonoa	**Namco**	★★★★★	**6**
Knockout Kings	EA Sports	●●●◖	16
Knockout Kings 2000	EA Sports	●●●●	27
Knockout Kings 2001	EA Sports	●●●●	39
Konami Arcade Classics	Konami	●●◖	23
Koudelka	Infogrames	●●●	35
Kurt Warner's Arena Football Unleashed	Midway	●●●	34
The Land Before Time: Great Valley Racing	TDK Mediactive	●●●	46
The Land Before Time: Return to Great Valley	Sound Source	●●◖	39
Largo Winch .// Commando Sar	Ubi Soft	◖	57
Legacy of Kain: Soul Reaver	**Eidos**	●●●●◖	**25**
The Legend of Dragoon	Sony CEA	●●●●◖	34
Legend of Legaia	Sony CEA	●●●●	19
Legend of Mana	Square EA	●●◖	35
Lego Island 2: The Brickster's Revenge	Lego Media	●●◖	46
Lego Rock Raiders	Lego Media	●	37
Lilo & Stitch	Sony CEA	●●●◖	59
The Lion King: Simba's Mighty Adventure	Activision	●◖	42
The Little Mermaid II	THQ	●●●●	39
Lode Runner	Natsume	●●◖	4
Looney Tunes Racing	Infogrames	●●◖	39
Looney Tunes: Sheep Raider	Infogrames	●●◖	51
The Lost World: Jurassic Park	**Electronic Arts**	●	**2**
Lunar: Silver Star Story Complete	Working Designs	●●●●◖	22
Lunar 2: Eternal Blue Complete	Working Designs	●●●●	40
Madden NFL 98	**EA Sports**	●●●●	**2**
Madden NFL 99	EA Sports	●●●●◖	13
Madden NFL 2000	**EA Sports**	★★★★★	**25**
Madden NFL 2001	**EA Sports**	★★★★★	**37**
Madden NFL 2002	EA Sports	●●●●◖	49
Madden NFL 2003	EA Sports	●●●●	62
Martian Gothic: Unification	Take 2	●●●◖	52
Marvel Super Heroes	Capcom	●●	2
Marvel Super Heroes vs. Street Fighter	Capcom	●●●◖	18
Marvel vs. Capcom EX	Capcom	●●◖	30
Mary-Kate and Ashley: Magical Mystery Mall	Acclaim	●●●◖	40
Mary-Kate and Ashley: Winner's Circle	Acclaim	●●◖	45
Mass Destruction	ASC	●●◖	3
Mat Hoffman's Pro BMX	Activision	●●●●	45
Maximum Force	Midway	●◖	2
MDK	Playmates	●●◖	3
Medal Of Honor	**Electronic Arts**	●●●●	**27**
Medal Of Honor Underground	Electronic Arts	●●●●	39
MediEvil	Sony CEA	●●●●	14
MediEvil II	Sony CEA	●●●◖	32
Mega Man Legends	Capcom	●●●●	12
Mega Man Legends 2	Capcom	●●●◖	39
Mega Man X4	Capcom	●●●	4
Mega Man X5	Capcom	●●●◖	41
Mega Man X6	Capcom	●●●	53
Men In Black–The Series: Crashdown	Infogrames	●●●	54
Metal Gear Solid	**Konami**	★★★★★	**14**
Metal Gear Solid: VR Missions	Konami	●●●●	25
Metal Slug X	Agetec	●●●●	43
Micro Machines	**Midway**	★★★★★	**5**
Micro Maniacs	Codemasters	●●●●	32
Mike Tyson Boxing	Codemasters	●●	39
The Misadventures of Tron Bonne	Capcom	●●●●	31
Miss Spider's Tea Party	Simon & Schuster	●●●	41
Missile Command	Hasbro	●●●	28
Mission: Impossible	Infogrames	●●	28
MK Mythologies	Midway	●●◖	3
MLB 98	Sony CEA	●●●	1
MLB 99	Sony CEA	●●●●	9
MLB 2000	989 Studios	●●●●	21
MLB 2001	989 Studios	●●●	33
MLB 2002	Sony CEA	●●	46
MLB 2003	Sony CEA	●●●●	60
MLBPA Bottom of the 9th 99	Konami	●●●◖	12
Mobil 1: Rally Championship	Electronic Arts	●●●	32
Monaco Grand Prix	Ubi Soft	●●●◖	21
Monkey Hero	Take 2	●●	18
Monkey Magic	Sunsoft	●	29
Monopoly	**Hasbro**	●●●	**5**
Monster Rancher 2	Tecmo	●●●●	26
Monster Rancher Battle Card: Episode II	Tecmo	●●●◖	36
Monster Rancher Hop-A-Bout	Tecmo	●●●◖	41
Monster Seed	Sunsoft	●●◖	20
Monsters, Inc.	Sony CEA	●●●◖	51
Mort the Chicken	Crave	●◖	41
Mortal Kombat: Special Forces	Midway	●◖	36
Mortal Kombat 4	**Midway**	●●●◖	**11**
⑨ **Mortal Kombat Trilogy**	**Midway**	**n/a**	**n/a**
PLAY AS CHAMELEON At the Character Selection screen, choose any male ninja (except the unmasked Sub-Zero) and hold Back + High Punch + High Kick + Run + Block. Your ninja will explode into the secret character Chameleon.			
Moto Racer	**Electronic Arts**	★★★★★	**3**
Moto Racer 2	Electronic Arts	●●●●◖	14
Moto Racer World Tour	Infogrames	●●●●	40
Motocross Mania	Take 2	●	48
Motorhead	Fox Interactive	●●●◖	14
Mr. Domino	Acclaim	●●●◖	15
Mr. Driller	Namco	●●●●	33

NCAA COLLEGE BASKETBALL 2K3

Let the Madness roll on with these tips!

We know a thing or two about college hoops, but not nearly as much as the guys who made NCAA College Basketball 2K3. With March Madness hitting its stride, it's a good time to check these tips from Product Manager Rob Jones if you wanna light it up on your way to the Final Four.

1. Take jump shots when the shooter isn't being guarded and when no one's attempting to block him. Wide-open shots dramatically increase your shot percentage. You can use picks and special plays to free up an open shot.

2. If you're playing a zone defense, take control of the center and guard the basket. That way, you're in position to take a charge or to block layups and dunks. This is especially effective against a friend who thinks he's got the next Allen Iverson at guard.

3. Set up a full-court press, and then look for your opponent to make hurried throws to get the ball past half court. When they do this, look for an opportunity to steal.

4. If your opponent is scoring most of his points in the paint, switch to a zone defense. The 2-3 zone is great for this.

5. When you're using man-to-man coverage, set tight coverage on your opponents PG and SG.

6. When you're on defense, guard players that don't have the ball. Allow your CPU-controlled players to defend the player with the ball, especially on the perimeter. The CPU is generally a better defender in open space. Of course, this is the equivalent of using the same cheap fighting move over and over in fighting games.

7. If your opponent is backing down one of your players en route to the hoop, switch to a free defender and run up to swipe the ball away from the ball handler. You can score mad steals this way.

8. Look for holes in the defenders' zones for a chance to get inside and drive toward the basket. When you switch from one defender's area to another, there's often a brief space to drive into as the defenders adjust to your movement.

9. If one of your opponent's star players is tearing you up, set your double team so it's always against him. This will help to neutralize him, but will also leave other players open, so be careful.

10. Look for mismatches. Learn to recognize when you have a speedy player on a slow player or a strong dunking player on a poor defender. Call plays that will free up and isolate your player with the defender they overmatch. If you have a fast player on a slow player, use juke moves to go around him. If you get a big man on a small guy, pass the ball to him in the key and go for the dunk.

Exploit the mismatch down low

CURT'S PITCH FOR ALS

Think all pro athletes are knobjobs? Curt Schilling is donating a portion of his earnings for being on the cover of *High Heat* to research ways to fight ALS (Lou Gehrig's Disease).

HIGH HEAT MLB 2004

27 can't-miss tips for each out in a ballgame

TOP OF THE 1ST

1. Play on the Fastest setting.
2. Go to the Tuning menu and put all the pitch speeds two notches short of full.
3. Throw to first when there's a sacrifice bunt.

BOTTOM OF THE 1ST

1. Don't choose the Rockies as your human-controlled team unless you like hour-long games.
2. If you're an away team playing in Denver, swing for the fences instead of bunting.
3. Also, if you're playing in Denver, don't get frustrated if you're down by eight runs. You can come back.

TOP OF THE 2ND

1. Walking a batter isn't the worst thing...
2. Unless that batter is leading off an inning. Then, walking that batter is almost the worst thing. The worst thing is inexplicably eating your controller.
3. Go to Batting in the Tuning Menu and push the Foul Balls up two notches.

BOTTOM OF THE 2ND

1. Don't rush your throws. If you try to throw the ball before you catch it, the chance of an error improves dramatically.
2. Hit your cutoff man often (press R1).
3. Don't use players out of position, like a catcher in center field. They'll screw up, usually at the worst possible times.

TOP OF THE 3RD

1. Never make the first or third out at third base.
2. Know the catcher you're up against. Don't steal if he has a great arm. Pudge Rodriguez (Marlins), for example, is not to be tested. Nor is Charles Johnson (Rockies).
3. If you have a runner at third, know what to do on a wild pitch (it's Down and Square to break for home). If you delay, you'll be buried at the plate.

BOTTOM OF THE 3RD

1. If there's a runner on first and there's a base hit to left, throw to third.
2. If there's a hit to center, throw to second. Unless it was really, really hammered; then, consider gunning the ball to third.
3. If there's a hit to right, throw to second.

TOP OF THE 4TH

1. Baseball's like chess: You have to think three moves ahead. Remember, your pitcher can't last forever, so warm someone up if there's a sign of trouble.
2. Vary your pitches, especially during a rally. The only way to stop from being knocked around is to pitch, not just throw.
3. Throw balls once in awhile. Getting ahead of hitters is great, but a hook in the dirt to start an at-bat isn't a bad idea.

BOTTOM OF THE 4TH

1. Situational hitting will win you ballgames. If A-Rod is on deck, take a few pitches...
2. But if the pitcher's on deck, swing away!
3. If the opponent's pitcher is on deck, consider an unintentional intentional walk. (Confused? It just means that you give him nothing to hit and hope he gets himself out on a crappy pitch.)

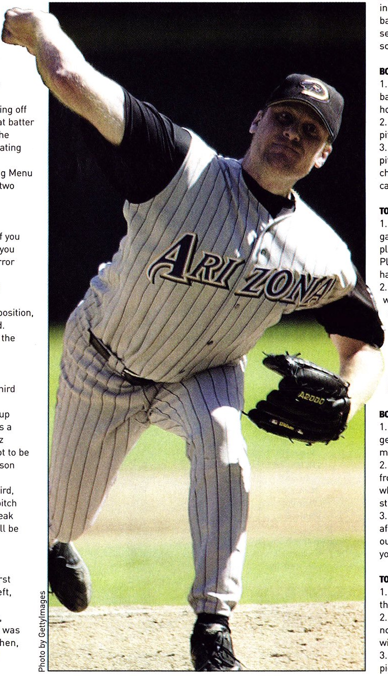


Photo by GettyImages

TOP OF THE 5TH

1. Vary your delivery. If there's a runner on base, don't keep pressing X to quickly throw a fastball. The runner will catch on and will easily rob second base.
2. Change your position on the rubber. Push Left or Right on the analog stick while holding R2. It'll help keep the ball off the center of the plate.
3. If your pitcher's having a bad inning, work through it. If the bad inning is the first, then the second, then the third, yank his sorry keister.

BOTTOM OF THE 5TH

1. If you get picked off, don't look back. Head to the next base and hope the fielder drops the ball.
2. Use the Mound Visit to get pitchers warmed up.
3. Take a pitch or two. It'll wear the pitcher down and improve your chances of seeing a fat fastball you can unload on.

TOP OF THE 6TH

1. Play a full season. True, 162 games is insane, but if you start playing, you'll see that it's worth it. Plus, you'll feel so rewarded by having a .300 hitter with 22 homers.
2. Going for three is a good way to waste a double. Only try it if there's one out or unless you've plunked it into the right-centerfield corner of Pac Bell.
3. Don't bench your shortstop for hitting .265 unless he's a defensive liability. Not everyone is Nomar.

BOTTOM OF THE 6TH

1. If a player on your team isn't getting the job done, bring up a minor leaguer.
2. Check your minor league system from time to time You never know when some Triple-A pitcher is striking out two per inning.
3. You can't take out a pitcher right after a Mound Visit. Throw a pitch out or a ball in the dirt, and then you can change him.

TOP OF THE 7TH

1. Don't use your closer for more than two innings. Ever.
2. If you double-switch, make sure no one's out of position. Defense wins championships. Ask the Bucs.
3. Actually, role players win championships. A team of .291 hitters could take you to the World Series if those hits come in the clutch.

BOTTOM OF THE 7TH

1. Press R1 to take a bigger lead off a base...
2. But don't take a big lead with anyone other than your speedsters. Otherwise, they'll get picked off.
3. On defense, try to set yourself before a throw. Rush to the ball, then stop at the last second and let the ball come to you. Then throw.

TOP OF THE 8TH

1. If there's a homerun ball, try jumping at the wall with Triangle. What else can you do?
2. Don't throw the ball in the dirt with a runner on third unless your catcher is great. Otherwise, wild pitches might strike.
3. If Barry Bonds is on deck and you need two runs, don't go for a double. They'll intentionally walk him. Same goes for any big hitter on any team.

BOTTOM OF THE 8TH

1. If you've hit the first two pitches of an inning into outs, take a pitch or two. No matter who's up. Even if the first pitch is a strike.
2. If you need an extra base and you're playing a friend, slap the controller out of their hand and take the extra base while your friend looks at you dumbfounded. If your friend punches you in the face, take two bases.
3. Change speeds when you pitch. Follow up fastballs with change-ups, then follow up fastballs with fastballs to be extra tricky.

TOP OF THE 9TH

1. Hit and run when the count is 2-1—never when it's 0-2.
2. It's modern-day baseball, so if your pitch count nears 90 and it's not the 7th inning, ready a reliever.
3. On a shallow fly ball, do not tag and try to score. Wait it out and hope for a base hit.

BOTTOM OF THE 9TH

1. Expect players to slump. Sosa can't get a hit every time he's up.
2. Nor can he homer every time. This isn't *Triple Play*. A dinger every 10 to 14 at-bats over the course of a season adds up to about 55 homers, so don't get anxious.
3. Celebrate every victory with either a fist pump or a simple, "Yes!" The season's a long one. Save your yodeling and armpit-fart triumph tactics for the playoffs.

Which baseball cover athlete had a tougher time scoring a dame? Curt "Mr. EverQuest" Schilling or Randy "You Might Be a Redneck if You're Randy Johnson" Johnson?

www.highheat.com
If you're a hardcore baseball fan who wants his spine tingled, go to this site.

●●●●●: "As long as you have friends capable of holding a joypad, *War of the Monsters* will always provide you with short bursts of entertainment."

GAME	PUBLISHER	SCORE	ISSUE
Ms. Pac-Man Maze Madness	Namco	●●●●	38
MTV Music Generator	Codemasters	●●●●	28
MTV Sports: Pure Ride	THQ	●●●◐	39
MTV Sports: Skateboarding Feat. Andy MacDonald	THQ	●	39
MTV Sports: Snowboarding	THQ	●●●◐	27
MTV Sports: T.J. Lavin's Ultimate BMX	THQ	●●	45
The Mummy	Konami	●●●	41
Muppet Monster Adventure	Midway	●●●●	39
Muppet Race Mania	Midway	●●●◐	39
My Disney Kitchen	Bam	n/a	n/a
N.GEN Racing	Infogrames	●●◐	35
N20	Fox Interactive	●●	11
Nagano Winter Olympics 98	Konami	●●	6
NASCAR 98	**EA Sports**	●●●●	**3**
NASCAR 99	**EA Sports**	●●●●	**14**
NASCAR 2000	EA Sports	●●●●	26
NASCAR 2001	EA Sports	●●◐	38
NASCAR Heat	Hasbro	●●●◐	40
NASCAR Rumble	Electronic Arts	●●●◐	31
NASCAR Thunder 2002	EA Sports	●●	52
NBA Fastbreak 98	Midway	●●◐	4
NBA Hoopz	Midway	●●●	43
NBA In the Zone 98	Konami	●●◐	7
NBA In the Zone 99	Konami	●●●◐	19
NBA In the Zone 2000	Konami	●●◐	28
NBA Live 98	EA Sports	●●●●◐	3
NBA Live 99	EA Sports	●●●●	16
NBA Live 2000	EA Sports	●●●●◐	28
NBA Live 2001	EA Sports	●●●●	39
NBA Live 2002	EA Sports	●●●◐	53
NBA ShootOut 98	Sony CEA	●●●◐	8
NBA ShootOut 2000	989 Studios	●●●	30
NBA ShootOut 2001	989 Studios	●●◐	39
NBA ShootOut 2002	Sony CEA	●●●◐	50
NBA ShootOut 2003	Sony CEA	●●●◐	63
NBA Showtime: NBA on NBC	Midway	●●●	28
NBA Tonight	ESPN Digital	●●●	14
NCAA Final Four 99	989 Studios	●●●◐	18
NCAA Final Four 2000	989 Studios	●●●◐	28
NCAA Final Four 2001	Sony CEA	●●	40
NCAA Football 98	EA Sports	●●	2
NCAA Football 99	EA Sports	●●●●◐	12
NCAA Football 2000	EA Sports	●●●●	25
NCAA Football 2001	EA Sports	●●●◐	36
NCAA GameBreaker 98	Sony CEA	●●●●	4
NCAA GameBreaker 99	989 Studios	●●●●	15
NCAA GameBreaker 2000	989 Studios	●●●	25
NCAA GameBreaker 2001	Sony CEA	●●◐	37
NCAA March Madness 98	EA Sports	●●●●	7
NCAA March Madness 99	EA Sports	●●●	18
NCAA March Madness 2000	EA Sports	●●●●	29
NCAA March Madness 2001	EA Sports	●●	41
Nectaris: Military Madness	Jaleco	●●●●	17
Need for Speed III	**Electronic Arts**	●●●●	**8**
Need for Speed: High Stakes	**Electronic Arts**	●●●●◐	**20**
Need for Speed: Porsche Unleashed	Electronic Arts	●●●◐	33
Need for Speed: V-Rally	Electronic Arts	●◐	3
Need for Speed: V-Rally 2	Electronic Arts	●●●◐	28
Newman/Haas Racing	Psygnosis	●●	7
The Next Tetris	Hasbro	●●●	24
NFL Blitz	**Midway**	●●●●●	**13**
NFL Blitz 2000	**Midway**	●●●●●	**24**
NFL Blitz 2001	Midway	●●●◐	38
NFL GameDay 98	**Sony CEA**	●●●●●	**1**
NFL GameDay 99	989 Studios	●●●●	13
NFL GameDay 2000	EA Sports	●●●●	25
NFL GameDay 2001	989 Studios	●●◐	37
NFL GameDay 2002	Sony CEA	●●	49
NFL GameDay 2003	Sony CEA	●●●●	62
NFL Xtreme	989 Studios	●●	11
NFL Xtreme 2	989 Studios	●◐	24
NHL 98	EA Sports	●●●●	2
NHL 99	EA Sports	●●●●◐	15
NHL 2000	EA Sports	●●●●	26
NHL 2001	EA Sports	●●●●	38
NHL Blades of Steel 2000	Konami	●●	28
NHL Breakaway 98	Acclaim	●●●	2
NHL Championship 2000	Fox Interactive	●●●	27
NHL FaceOff 98	**Sony CEA**	●●●●●	**2**
NHL FaceOff 99	989 Studios	●●●●	14
NHL FaceOff 2000	989 Studios	●●●●	26
NHL FaceOff 2001	Sony CEA	●●●●◐	38
NHL Rock the Rink	Electronic Arts	●●●●	32
Nick Toons Racing	Infogrames	●●●	48
Nightmare Creatures	Activision	●●●◐	3
Nightmare Creatures II	Konami	●●	33
Ninja: Shadow of Darkness	Eidos	●◐	15
Nuclear Strike	Electronic Arts	●●●●◐	3
O.D.T.	Psygnosis	●◐	15
Oddworld: Abe's Exoddus	GT Interactive	●●●●◐	15
Oddworld: Abe's Oddysee	**GT Interactive**	●●●●	**1**
Omega Boost	Sony CEA	●●●●	25
One	ASC	●●●●	4
One Piece Mansion	Capcom	●◐	50
Pac-Man World	**Namco**	●●●●◐	**25**
Pandemonium! 2	Midway	●●●◐	3
Panzer Front	Agetec	●●●◐	51
PaRappa the Rapper	**Sony CEA**	●●●●●	**2**
Parasite Eve	**Square EA**	●●●●	**12**
Parasite Eve II	Square EA	●●●●◐	37
Persona 2: Eternal Punishment	Atlus	●●●●	41
Peter Jacobsen's Golden Tee Golf	Infogrames	●●●◐	41
PGA Tour 98	EA Sports	●●●	3
Pipe Dreams 3D	Empire Int.	●●	52
Pitfall 3D	Activision	●●	9
Planet of the Apes	Ubi Soft	●●●	63
Play With The Teletubbies	Knowledge Adv.	●●	36
Pocket Fighter	Capcom	●●●●	11
Point Blank	Namco	●●●◐	6
Point Blank 2	Namco	●●●◐	20
Point Blank 3	Namco	●●●◐	44
Polaris SnoCross	Vatical	●●◐	38
Pong	Hasbro	●●●◐	27
Pool Hustler	Activision	●●●●	15
Populous: The Beginning	Electronic Arts	●◐	21
Porsche Challenge	Sony CEA	●●●◐	1
Power Play Sports Trivia	Ubi Soft	●●	58
Power Rangers Lightspeed Rescue	THQ	●◐	40
Power Shovel	Acclaim	●●●	49
Power Soccer 2	Psygnosis	●●●	5
Power Spike Pro Beach Volleyball	Infogrames	●●◐	41
The Powerpuff Girls: Chemical X-Traction	Bam	●◐	51
Poy Poy	Konami	●●●	3
Pro 18 World Tour Golf	Psygnosis	●●	19
Pro Pinball: Big Race USA	Empire	●●●◐	37
Pro Pinball: Fantastic Journey	Empire	●●●◐	37
Pro Pinball: Timeshock!	Take 2	●	10
Psybadek	Psygnosis	●●	15
Punky Skunk	Jaleco	●●●	6
Putter Golf	Agetec	◐	53
Puzzle Star Sweep	Agetec	●●◐	43
Qbert	Hasbro	●●◐	28
Quake II	Activision	●●●●	27
R-Type Delta	Agetec	●●●●◐	23
R-Types	Ascii	●●●◐	17
R4: Ridge Racer Type 4	Namco	●●●●	20
Racing	Agetec	◐	43
Railroad Tycoon II	Take 2	●●●	30
Rainbow Six	Red Storm	●	27
Rally Cross 2	989 Studios	●●●◐	15
Rampage	Midway	●●◐	4
Rampage 2: Universal Tour	Midway	●	21
Rampage Through Time	Midway	●◐	36
Ray Tracers	THQ	●●●	5
RayCrisis	Working Designs	●●●	38
Rayman 2: The Great Escape	Ubi Soft	●●●●	35
Rayman Brain Games	Ubi Soft	●●●	50
Rayman Rush	Ubi Soft	●●●	57

WAR OF THE MONSTERS

Do the Monster Mash

One of the coolest games going, Monsters *will have you caring about Godzilla even if you hate the films. Seriously.*

PLAY AS MECHA-SWEET TOOTH

Have a memory card with a saved file from *Twisted Metal: Black* with Sweet Tooth completed? Good. Put it in and you'll get a message stating that Mecha-Sweet Tooth will appear when the game loads. Then, play as Agamo and select costume No. 4. He's slow, but still gets his laugh on.

UNLOCKABLES

Dodgeball minigame	Spend 105,000 Battle Tokens
Big Shot minigame	Spend 65,000 Battle Tokens
Crush-O-Rama minigame	Spend 85,000 Battle Tokens
Play as Raptros	Spend 200,000 Battle Tokens
Play as Zorgulon	Spend 200,000 Battle Tokens
Volcano level	Spend 45,000 Battle Tokens
Mini Baytown level	Spend 65,000 Battle Tokens
Capitol level	Spend 85,000 Battle Tokens
UFO level	Spend 105,000 Battle Tokens

EASY BATTLE TOKENS:

- Save the game after defeating the Terror in Space stage
- Fight Cerebulon (the last boss). If you defeat him without continuing, you should net more than 30,000 Battle Tokens.
- Save the game after you defeat him.

(Note: Repeat the process to keep getting large numbers of Battle Tokens.)

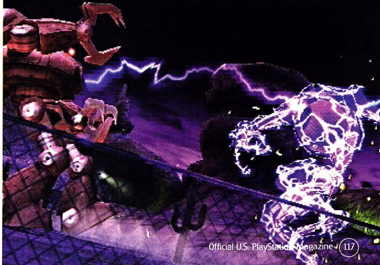
ATOMIC PLANT: BOSSES

When the countdown for the meltdown starts, grab an explosive truck and hold onto it. When the boss fight begins, wait until his first attack, and then throw it into his mouth. It should kill the first head instantly.

BAYTOWN: EARTHQUAKE

You can cause a big ol' earthquake by destroying a certain number of objects in the level. Keep taking down buildings, trees, billboards, etc. until it starts.

Dodgeball minigame



REPLAY

We reward you for rewarding these games.

www.spongebob.com
Play more than that dumb PS1 game at this spongy Web site!

AWARDS STRATEGY

Tricks for every award-winner there is

GTA: VICE CITY (PS2 Game of the Year, Best Adventure Game)
Punch in these codes anytime. They'll unlock cars you won't often see in the game.

Love Fist Limousine	R2, ↑, L2, ←, ←, R1, L1, ○, →
Rhino tank	○, ○, L1, ○, ○, ○, L1, L2, R1, △, ○, △
Romero's Hearse	↓, R2, ↓, R1, L2, ←, R1, L1, ←, →

THE ITALIAN JOB (PS1 Game of the Year)
Enter these codes at the Main menu to get da goods.

Complete Free Ride missions	□, △, □, ○, ○, ○, △, ○
Complete Italian Job missions	○, ○, △, □, □

NEED FOR SPEED: HOT PURSUIT 2 (Best Racing Game)
Unlock the following cars with these codes at the Main menu screen.

Lotus Elise	△, R2, △, R2, ←, □, ←, □
McLaren F1	△, L1, △, L1, R1, ←, R1, ←
Corvette Z06	←, R2, ←, R2, L1, R1, L1, R1
Ferrari 360 Spider	R2, □, R2, □, △, L2, △, L2
Porsche Carrera GT	←, →, ←, →, R1, R2, R1, R2
Aston Martin V12 Vanquish	R2, →, R2, →, △, ←, △, ←

TIMESPLITTERS 2 (Best Action Game)
Need to know how to unlock fighters for Arcade mode? Beat these levels for the following rewards.

Siberia: Hybrid Mutant
Notre Dame: Jacque de la Morte
NeoTokyo: Sadako
Atom Smasher: Khallos
Robot Factory: Machinist
Chicago: Big Tony
Wild West: The Colonel
Return To Planet X: Ozor Mox
Aztec Ruins: Stone Golem
Space Station: Reaper Splitter

TONY HAWK'S PRO SKATER 4 (Best Extreme Sports Game)
Finally, you can play with Daisy without having to beat all those difficult tasks. Go to the Cheats menu and enter: (o)(o). It'll unlock her faster than voice-actress Jenna Jameson can take on 10 guys.

RATCHET & CLANK (Best Platform Game)
If you haven't defeated Drek, forget these cheats. If you have, do a combo at the Goodies menu to gain the Cheats trigger that'll make these work.
Invincibility (this lasts for 30 seconds whenever a Life blue ball is collected; it only works when your health is maxed out): Press Comet-Strike (four times), Flip Back, Full Second Crouch, Flip Back, Full Second Crouch, and Comet-Strike (four times).
Trippy Contrails Press Wall Jump (ten times), Double Jump, and Hyper-Strike.

VIRTUA FIGHTER 4 (Best Fighting Game)
Who doesn't want a few poses? Here are some oldies but goodies.
Old Win Pose No. 1: When a created character has reached nikyuu (Level 2), they'll gain the "Old Win Pose 1." During the match replay, press and hold P + K + G buttons to see it.
Old Win Pose No. 2: When a created character has reached sandan (Rank 3), they'll gain the "Old Win Pose 2." During the replay, press and hold P + K buttons to see it.

MADDEN NFL 2003 (Best Sports Game)
Dodge City Stadium and The Marshalls: Both will unlock if you have a save from a past version of any EA Sports football game.

SOCOM U.S. NAVY SEALs (Best Multiplayer Game)
SEALs sometimes double as stand-up comedians. Here's proof: During the game's second mission, plant C4 outside one of the outhouses. After it explodes, one of your men just might say, "I guess I will have to hold it—right, Sir?"

KINGDOM HEARTS (Best RPG)
After you beat the game, there's a finale: Wait for the credits to finish and you'll see an epilogue about what happens to Sora, Donald, and Goofy after the worlds come back. Might this be a teaser for *Kingdom Hearts 2*?

GAME	PUBLISHER	SCORE	ISSUE
Razor Freestyle Scooter	Crave	●●●	41
RC de GO!	Acclaim	●●●●	40
RC Revenge	Acclaim	●●●◐	37
RC Stunt Copter	Titus	●●●●	25
Re-Volt	Acclaim	●●	26
Ready 2 Rumble	**Midway**	●●●◐	**27**
Ready 2 Rumble: Round 2	Midway	●●●	40
Red Asphalt	Interplay	●◐	3
Reel Fishing	**Natsume**	●●●	**3**
Reel Fishing II	Natsume	●●	34
Resident Evil: Director's Cut	**Capcom**	●●●	**2**
Resident Evil 2	**Capcom**	●●●●●	**6**
Resident Evil 2: Dual Shock	**Capcom**	●●●●●	**13**
Resident Evil 3: Nemesis	Capcom	●●●●◐	27
Resident Evil: Survivor	Capcom	●◐	38
Rhapsody: A Musical Adventure	Atlus	●●●	35
Rising Zan	Agetec	●●●●	24
Risk	Hasbro	●●●●	11
Rival Schools	Capcom	●●●●	14
Riven: The Sequel to Myst	**Acclaim**	●●●●●	**6**
Road Rash 3D	**Electronic Arts**	●●●	**11**
Road Rash: Jail Break	Electronic Arts	●●	30
Rock 'Em Sock 'Em Robots	Mattel	●●●	41
Rocket Power: Team Rocket Rescue	THQ	●◐	51
Rogue Trip	GT Interactive	●●●◐	14
Roll Away	Psygnosis	●●●●◐	13
Rollcage	Psygnosis	●●●◐	19
Rollcage Stage II	Psygnosis	●●●◐	31
Romance of the Three Kingdoms VI	Koei	●●	30
Roswell Conspiracies: Aliens, Myths, & Legends	Red Storm	●	48
RPG Maker	Agetec	●●●●◐	35
Rugrats: Totally Angelica	THQ	●●●◐	48
Rugrats in Paris: The Movie	THQ	●●●	41
Runabout 2	Hot-B	●	36
Running Wild	989 Studios	●●	14
Rushdown	Electronic Arts	●●	19
Sabrina, Teenage Witch: A Twitch in Time!	Knowledge Adv.	◐	45
SaGa Frontier	Sony CEA	●●●◐	8
SaGa Frontier 2	Square EA	●●●◐	29
Saiyuki: Journey West	Koei	●●●◐	47
Saltwater Sportfishing	Agetec	●●◐	52
Sammy Sosa High Heat Baseball 2001	3DO	●●	32
Sammy Sosa Softball Slam	3DO	●●	33
Samurai Shodown: Warrior's Rage	SNK	●◐	36
❼ **Scooby-Doo and the Cyber Chase**	**THQ**	●●	**52**

HOW MUCH CAN WE LOVE VELMA?
A lot! Beat the first boss. When Scooby's taking him on, the boss will come at you with a sword. When he shoots the fire, stay in the corner, but be in the same lane as him. This way, you don't lose energy if you're hit.

GAME	PUBLISHER	SCORE	ISSUE
Scrabble	Hasbro	●●◐	28
Sentinel Returns	Psygnosis	●●	11
Sesame Street Sports	NewKidCo	●●●◐	54
Shadow Madness	Crave	●●◐	19
Shadow Man	Acclaim	●◐	27
Shadow Master	Psygnosis	●●●●	5
Shadow Tower	Agetec	◐	28
Shanghai: True Valor	Sunsoft	●●●	20
Sheep	Empire	●●●	41
Shipwreckers	Psygnosis	●●●	3
Shooter: Space Shot	Agetec	●●●◐	48
Shooter: Starfighter Sanvein	Agetec	●●	43
Silent Bomber	Bandai	●●●●	30
Silent Hill	**Konami**	●●●●	**18**
Silhouette Mirage	Working Designs	●●●◐	29
Sim Theme Park	Electronic Arts	●●◐	33
The Simpsons Wrestling	Taito	●●	45
Skullmonkeys	**Electronic Arts**	●●●●●	**6**
Skydiving Extreme	Banpresto	●◐	49
Sled Storm	**Electronic Arts**	●●●●	**24**
Small Soldiers	Electronic Arts	●◐	15
Smurfs	Infogrames	●●●●	29
Smurf Racer	Infogrames	●●	45
Sno-Cross Championship Racing	Crave	●◐	37
Snowboarding	Agetec	●●	43
Soul of the Samurai	Konami	●◐	24
South Park	Acclaim	●◐	27
South Park: Chef's Luv Shack	Acclaim	●	28
South Park Rally	Acclaim	●◐	29
Space Invaders	Activision	●●●	27
Spawn: The Eternal	Sony CEA	●●	4
Spec Ops: Covert Assault	Take 2	●	52
Spec Ops: Ranger Elite	Take 2	●	46
Spec Ops: Stealth Patrol	Take 2	●	34
Speed Punks	Sony CEA	●●●●◐	32
Speed Racer	Jaleco	●●	8
Speedball 2100	Empire	●●◐	40
❺ **Spider-Man**	**Activision**	●●●●●	**37**

CURSES!
What's more fun than swearing? Spider-Man berating you. If you try to enter a dirty word as a code, Spidey enters the picture to change it. Try it yourself!

GAME	PUBLISHER	SCORE	ISSUE
Spider-Man 2 Enter: Electro	Activision	●●●◐	50
Spin Jam	Take 2	●◐	38
❷ **SpongeBob SquarePants**	**THQ**	●●	**51**

These codes have been around forever and there aren't any more of them coming, so get used to 'em.

1 BGNR
2 CLMB
3 KVNF
4 WKGA
5 DFVJ
6 NGPS
7 WMCV
8 XNAD
9 HPJQ
10 QHDG
11 WFXM
12 MNTL
13 QGAV
14 LXHK
15 HGCD
16 CNXK
17 LKKV
18 PVHS
19 JAST
End WMBT

GAME	PUBLISHER	SCORE	ISSUE
Sports Car GT	Electronic Arts	●●◐	21
Spyro the Dragon	**Sony CEA**	●●●●	**13**
Spyro 2: Ripto's Rage!	**Sony CEA**	●●●●◐	**27**
❽ **Spyro 3: Year of the Dragon**	**Sony CEA**	●●●●●	**39**

We'll be the first to admit that these cheats aren't necessarily the cream of the proverbial dragon scale. But they'll do.

2D SPYRO
To turn Spyro into a second-dimensional dragon, enter the following code at the Pause menu: ←, →, ←, →, L1, R1, L1, R1, □, ○.

99 LIVES
Enter the following code at the Pause menu to gain 99 lives: R2, L2, R2, L2, ↑, ↑, ↑, ↑, ○.

BIG-HEADED SPYRO
At the Pause menu, enter the following code to inflate Spyro's head: ↑, R1, ↑, R1, ↑, R1, ○, ○, ○, ○. Re-enter the code to shrink it back to normal.

GAME	PUBLISHER	SCORE	ISSUE
Star Ocean: The 2nd Story	Sony CEA	●●●●◐	22
Star Trek: Invasion	Activision	●●●●◐	37
Star Wars Episode I: Jedi Power Battles	LucasArts	●●◐	33
Star Wars Episode I: The Phantom Menace	**LucasArts**	●●●	**25**
Star Wars Masters of Teräs Käsi	LucasArts	●●●	4
Star Wars Demolition	LucasArts	●●●◐	41
Steel Reign	Sony CEA	●●●	2
Streak	GT Interactive	●●◐	15
Street Fighter Alpha 3	**Capcom**	●●●●●	**21**
Street Fighter Collection	Capcom	●●●	4
Street Fighter Collection 2	Capcom	●●●	16
Street Fighter EX Plus Alpha	Capcom	●●●●	2
Street Fighter EX2 Plus	Capcom	●●●	33
Street Sk8er	Electronic Arts	●●◐	19
Street Sk8er 2	Electronic Arts	●●●	32
Strider 2	Capcom	●●●◐	34
Striker Pro 2000	Infogrames	●●●●	33
Strikers 1945	Agetec	●●◐	44
Stuart Little 2	Sony CEA	●●◐	60
Suikoden II	Konami	●●●●	26
Super Shot Soccer	Tecmo	●●●◐	61
Superbike 2000	EA Sports	●◐	32
SuperCross 2000	EA Sports	●◐	29
SuperCross Circuit	989 Studios	●●●◐	28
Surf Riders	Ubi Soft	●◐	35
Sydney 2000	Eidos	●●	38
Syphon Filter	**989 Studios**	●●●●	**18**
Syphon Filter 2	989 Studios	●●●◐	31
Syphon Filter 3	Sony CEA	●●●◐	52
T'ai Fu	Activision	●◐	19

HOMER SIMPSON PRO SKATER

You missed the Feb. 16 episode of *The Simpsons*? Shame. That means you missed Homer square off with cartoon Tony Hawk.

★½: "In a development that surprised absolutely no one here at *OPM*, *Yu-Gi-Oh!: Forbidden Memories* completely blows."

GAME	PUBLISHER	SCORE	ISSUE
T.R.A.G.	Sunsoft	★★★	20
Tactics Ogre	Atlus	★★★½	12
Tail Concerto	Atlus	★★★½	26
Tales of Destiny	Namco	★★★★	13
Tales of Destiny II	Namco	★★★½	49
Tarzan	**Sony CEA**	★★★½	**24**
Team Buddies	Midway	★★★½	38
Team LOSI RC Racing	Fox Interactive	★★½	13
Tekken 3	**Namco**	★★★★★	**9**
Tenchu	**Activision**	★★★★	**14**
Tenchu 2: Birth of the Stealth Assassins	Activision	★★★	37
Tennis	Agetec	★★	53
Tennis Arena	Ubi Soft	★★½	4
Test Drive 4	**Accolade**	★★★½	**3**
Test Drive 5	**Accolade**	★★★½	**15**
Test Drive 6	Infogrames	★★★½	27
Test Drive: Le Mans	Infogrames	★★½	34
Test Drive: Off-Road 3	Infogrames	★★	26
Thousand Arms	Atlus	★★★★	26
Thrasher: Skate & Destroy	Rockstar	★★★½	29
Threads of Fate	Square EA	★★★½	35
Thunder Force V	Working Designs	★★★	13
Tiger Woods 99 PGA Tour Golf	EA Sports	★★★★	16
Tiger Woods PGA Tour 2001	EA Sports	★★★½	41
Tigger's Honey Hunt	NewKidCo	★★★★	41
Time Crisis: Project Titan	Namco	★★★	45
Tiny Tank	Sony CEA	★★	25
Tiny Toon Adventures: Plucky's Big Adventure	Conspiracy	★½	50
Tiny Toons: The Great Beanstalk	NewKidCo	★★★★	18
TOCA 2	Activision	★★★★½	27
Tom & Jerry in House Trap	Eidos	★★★	41
Tom Clancy's Rainbow Six: Rogue Spear	Red Storm	★★½	45
Tomb Raider II	**Eidos**	★★★★½	**4**
Tomb Raider III	**Eidos**	★★★½	**16**
Tomb Raider: Chronicles	Eidos	★★½	41
Tomb Raider: The Last Revelation	Eidos	★★★★	29
Tomba!	Sony CEA	★★★★	11
Tomba! 2: The Evil Swine Return	Sony CEA	★★★★	29
Tomorrow Never Dies	**Electronic Arts**	★★★½	**28**
Tonka Space Station	Hasbro	★★½	41
Tony Hawk's Pro Skater	**Activision**	★★★★½	**26**
Tony Hawk's Pro Skater 2	**Activision**	★★★★★	**38**
Tony Hawk's Pro Skater 3	Activision	★★★★½	51
❸ **Tony Hawk's Pro Skater 4**	**Activision**	★★★★	**64**

Beat the pro challenges and get big-time goods. Here's how it flows:

One Pro Challenge	Sim Mode
Two Pro Challenges	Moon Physics
Three Pro Challenges	Slow Motion Tricks
Four Pro Challenges	Bonus Skater: Little Person
Five Pro Challenge	Always Special
Six Pro Challenges	Perfect Balance
Seven Pro Challenges	Stud Mode

GAME	PUBLISHER	SCORE	ISSUE
Toonenstein: Dare to Scare	Vatical	★★½	29
Torneko: The Last Hope	Enix	★★	40
Toy Story 2	Activision	★★★	28
Toy Story Racer	Activision	★★★	44
Transformers: Beast Wars Transmetals	Bam	★	36
Trap Gunner	Atlus	★★½	13
Treasures of the Deep	Namco	★★★★	1
Trickin' Snowboarder	Capcom	★½	25
Triple Play '99	EA Sports	★★½	9
Triple Play 2000	EA Sports	★★★★½	20
Triple Play 2001	**EA Sports**	★★★★★	**32**
Triple Play Baseball	EA Sports	★★½	44
Turbo Prop Racing	Sony CEA	★★★	11
Twisted Metal III	**989 Studios**	★★½	**16**
Twisted Metal 4	**989 Studios**	★★★★	**28**
Twisted Metal: Small Brawl	Sony CEA	★★½	52
Tyco RC: Assault With a Battery	Mattel	★★	38
Ultimate 8-Ball	THQ	★★★★	22
Ultimate Fighting Championship	Crave	★★½	40
Um Jammer Lammy	Sony CEA	★★★½	24
The Unholy War	Eidos	★★★	14
Uprising X	3DO	★★★	17

GAME	PUBLISHER	SCORE	ISSUE
Urban Chaos	Eidos	★★	33
Vagrant Story	Square EA	★★★½	33
Valkyrie Profile	Enix	★★★★	36
Vampire Hunter D	Jaleco	★★	37
Vanark	Jaleco	★★★	32
Vandal Hearts II	Konami	★★★½	27
Vanguard Bandits	Working Designs	★★½	33
Vanishing Point	Acclaim	★★★½	44
Vegas Games 2000	3DO	★★★½	27
V.I.P.	Ubi Soft	★★	51
Vigilante 8	**Activision**	★★★★	**10**
Vigilante 8: Second Offense	Activision	★★★	29
Virtual Kasparov	Titus	★★	49
VR Baseball '99	Interplay	★★★½	11
VR Sports Powerboat Racing	Interplay	★	10
Vs.	THQ	★	3
Walt Disney World Quest Magical Racing Tour	Eidos	★★½	33
Walt Disney's Jungle Book Rhythm n' Groove	Ubi Soft	★★★	41
War Jetz	3DO	★★	48
WarGames: DefCon 1	MGM Interactive	★★★★	12
Warpath: Jurassic Park	Electronic Arts	★★	27
Warriors of Might and Magic	3DO	★★★	41
Warzone 2100	Eidos	★★★★	22
WCW Backstage Assault	EA Games	★★	40
WCW Mayhem	Electronic Arts	★★★½	26
WCW Nitro	**THQ**	★★½	**5**
WCW/nWo Thunder	THQ	★	17
The Weakest Link	Activision	★★★½	51
Wheel of Fortune	**Hasbro**	★★★★	**17**
Wheel of Fortune 2	Hasbro	★★★★	39
Winnie the Pooh: Kindergarten	Bam	n/a	n/a
Winnie the Pooh: Preschool	Bam	n/a	n/a
Who Wants to Be a Millionaire: 2nd Edition	Sony CEA	★★½	35
Who Wants to Be a Millionaire: 3rd Edition	Sony CEA	★½	47
Wild 9	Interplay	★★★½	15
Wild Arms 2	Sony CEA	★★★½	33
The Wild Thornberrys: Animal Adventure	Mattel	★½	41
WipeOut 3	Psygnosis	★★★★	26
Woody Woodpecker Racing	Konami	★★	40
World Cup 98	EA Sports	★★★	10
World Destruction League: Thunder Tanks	3DO	½	39
The World Is Not Enough	Electronic Arts	★★★	40
World's Scariest Police Chases	Activision	★★	47
Worms Armageddon	Hasbro	★★★½	27
Worms World Party	Ubi Soft	★★★★	55
Wu-Tang Shaolin Style	Activision	★★★	28
WWF Attitude	Acclaim	★★★★	24
WWF SmackDown!	**THQ**	★★★★½	**31**
WWF SmackDown! 2	**THQ**	★★★★★	**40**
WWF War Zone	**Acclaim**	★★★★	**12**
X-Bladez: Inline Skater	Crave	½	55
X-Files	Fox Interactive	★★★	28
X Games Pro Boarder	ESPN Digital	★★★★	14
X-Men: Children of the Atom	Acclaim	★★	6
X-Men: Mutant Academy	Activision	★★★	36
X-Men: Mutant Academy 2	Activision	★★★	50
Xena: Warrior Princess	Electronic Arts	★★★½	26
Xenogears	Square EA	★★★★	14
You Don't Know Jack!	Berkeley Systems	★★★★½	25
You Don't Know Jack! Mock 2	Sierra	★★	40
❶ **Yu-Gi-Oh!: Forbidden Memories**	**Konami**	★½	**57**

7 Colored Fish	23771716
7 Completed	86198326
Abyss Flower	40387124
Acid Crawler	77568553
Acid Trap Hole	41356845
Air Marmot of Nefa	75889523
Akakieisu	38035986
Akihiron	36904469
Alinsection	70924884

GAME	PUBLISHER	SCORE	ISSUE
❻ **Yu-Gi-Oh!: Premium Edition**	**Konami**	n/a	n/a

TWICE THE DORK FOR TWICE THE PRICE!

Sadly, we're codeless on this. Got any for us? Send them along to opm@ziffdavis.com and title the e-mail: Replay Premium.

READER REVIEWS

We want your reviews of the best and worst games, so write a review and send it to opm@ziffdavis.com. We can't publish every one, so keep it short, be witty, and remember that not every game deserves a 5-star rating just because you like it!

WAR OF THE MONSTERS

What you said: "Who cares if *War of the Monsters* doesn't have a deep story line? Who cares if it isn't a revolutionary game? This game is good, clean, straight-up fun! That's the whole dumb reason we play videogames. I can see why *OPM* was so excited about it. This is high-quality, good fun here. Now, if you'll excuse me, I owe that freak Kineticlops a taxi in the eye."

Your Score ★★★★½

GAMINGGUY50@netscape.net

What we said: "Even if you think Godzilla movies are lame and fighting games suck, this may convert you on both counts."

Our Score ★★★★★

SHINOBI

What you said: "Here's the real deal: The music sounds like it's from *Pokémon*, the characters are all the same, the levels are monotonous, and the levels and bosses (considering you can't change the difficulty) get practically impossible. Rent for joy, buy for terror."

Your Score ★★★½

DavidExS@aol.com

What we said: "*Shinobi* is a great game—despite being a flawed one. We've learned to love it; perhaps you can, too."

Our Score ★★★½

SUIKODEN III

What you said: "I'm not even part-way through, but this game has all the magic of the previous two. With a greatly appreciated graphic update, the most mature story I've seen in an RPG, and unforgettable characters, this game has taken the series to a new level. But I'm disappointed that there aren't more old-school cameos."

Your Score ★★★★½

Jonathan Leard
jonathan@roundbrix.com

What we said: "One of the most mature stories you'll find on a console RPG."

Our Score ★★★

> **"This is high-quality, good fun here. Now, if you'll excuse me, I owe that freak Kineticlops a taxi in the eye."**

TONY HAWK'S PRO SKATER 4

What you said: "Apparently, I'm going to love Tony's fifth outing. The original left me in awe, the second game disappointed, the third was fantastic, and the fourth leaves me feeling as if I missed something. Wasn't this supposed to be revolutionary?"

Your Score ★★★½

Nick Riley
SpideyBuddy@msn.com

What we said: "Funny, smart, and superbly crafted, *Hawk 4* is in a class with *GTA3*."

Our Score ★★★★★

WWE SMACKDOWN!: SHUT YOUR MOUTH

What you said: "Without a doubt, this is the best *WWE* game ever released. The characters look frighteningly realistic, the entrances are authentic, and this is a huge improvement over *Just Bring It*. The only things marring this game are the bad dialogue and the fact that Triple H monopolizes everything. But then again, I did say this game was realistic."

Your Score ★★★★½

Greg Andersson
greg@wheresdriver.com

What we said: "Someone tell us: Where's the innovation?"

Our Score ★★½

SUB REBELLION

What you said: "One part *Silent Service*, one part *Ace Combat 04*, and one part *Critical Depth*, *Rebellion* mixes the three into an intense, evenly paced shooter that has passed under the gaming radar. With customizable weapons, above- and below-water battles, and the coolest radar system in existence, *Rebellion* rises from the murky ocean floor as an unexpectedly strategic and decidedly enjoyable title."

Your Score ★★★★

Jonathan Leard
jonathan@roundbrix.com

What we said: "One of the coolest sonar systems ever. Very fun."

Our Score ★★★★

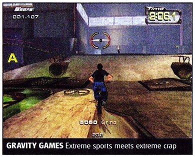
P.S. The awards you never thought of.

275 The total number of games reviewed by *OPM* in 2002.

MORE AWARDS

Why? Because we like making game developers feel special

The big awards have been issued; you dictated them to the world 82 pages ago. But we're not done with the best of 2002 just yet—we're even here to tell you the worst!



GRAVITY GAMES Extreme sports meets extreme crap

WORST PS2 GAME
Gravity Games Bike: Street. Vert. Dirt. is a bulimic's dream—it's quite likely to induce vomiting.

WORST PS1 GAME
Hooters Road Trip's driving: terrible. Video: grainy and painful. License: excruciating. Game: sucks.

BEST GAME YOU DIDN'T PLAY
It's been a full year since we reviewed ***Fatal Frame***, and just thinking about it still gives us the creeps. Forget *Silent Hill*—this is the spookiest game ever made.

2TUPIDEST TITLE
Shadow Man: 2econd Coming

BEST '80S FLASHBACK (THAT WASN'T VICE CITY)
Activision Anthology

MOST WELCOME COMEBACK OF A CLASSIC
Despite competition from *Shinobi*, *Rygar*, and *Mortal Kombat: Deadly Alliance*, nothing remained more true to its original spirit and gameplay with a 21st-century facelift than ***Contra: Shattered Soldier***.

WORST HAIRDO
Haven's bright-red cornrows.

GAME WE PRAY NEVER REACHES CHAPTER TWO
Pryzm Chapter One: The Dark Unicorn

THE "ANY MORE DELAYS, WE'LL JUST STOP CARING...PERIOD" AWARD
Tomb Raider: The Angel of Darkness

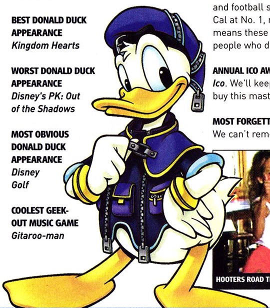
BEST MADE-UP WORD IN A TITLE
"Thievius"

BEST DONALD DUCK APPEARANCE
Kingdom Hearts

WORST DONALD DUCK APPEARANCE
Disney's PK: Out of the Shadows

MOST OBVIOUS DONALD DUCK APPEARANCE
Disney Golf

COOLEST GEEK-OUT MUSIC GAME
Gitaroo-man



MOST HONORARY BALD HEAD
Agent 47 of *Hitman 2*

BEST GAME THAT WAS NEVER RELEASED
Evil Twin

BEST AD CAMPAIGN
Ratchet & Clank's TV commercials represented the game well and were downright hysterical ("It worked! Jerry's a chicken!"). And who can forget the "make your own scene" print ads with the stickers?

WORST AD CAMPAIGN
989 Sports (print): The *GameDay* and *FaceOff* print ads tried to deceive you into thinking you were reading part of the mag, while ads for the college games featured "preseason" polls well into the basketball and football seasons—with Winthrop and Cal at No. 1, respectively! Obviously, this means these games were developed for people who don't know their sports.

ANNUAL ICO AWARD FOR ICO
Ico. We'll keep giving this award until you buy this masterpiece.

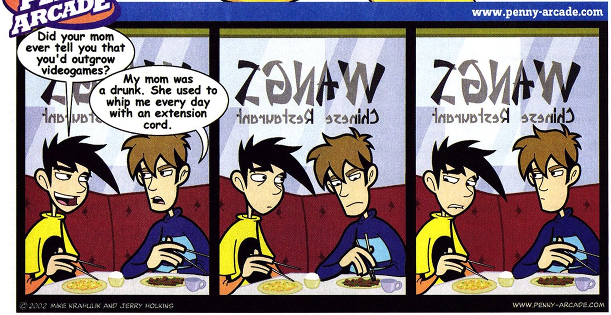
MOST FORGETTABLE GAME
We can't remember.

ROUTE 66
RIDERS
MOTORCY

HOOTERS ROAD TRIP "I designed the game myself!"

PENNY ARCADE

www.penny-arcade.com



Did your mom ever tell you that you'd outgrow videogames?
My mom was a drunk. She used to whip me every day with an extension cord.
WANGZ
Chinese Restaurant

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WWW.PENNY-ARCADE.COM

P.S.A.T.

(PlayStation Aptitude Test)

1. The *Winning Eleven* soccer series is the best-selling in...
a. Europe
b. Japan
c. The World
d. A and B, but not C
e. B and C, but not A

2. What was the last game to best *Madden NFL* for *OPM*'s Best Sports Game award?
a. *NFL GameDay 98*
b. *NFL GameDay 99*
c. *Hot Shots Golf*
d. *NCAA Football 2002*

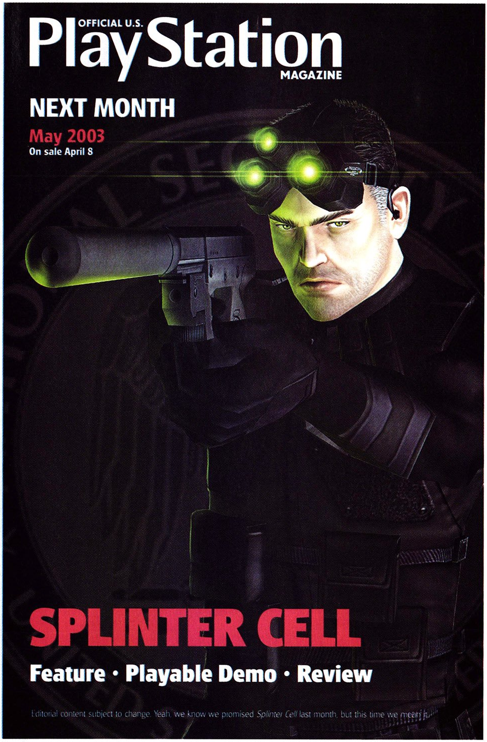
3. *Breath of Fire: Dragon Quarter* composer Hitoshi Sakamoto is also responsible for which game's soundtrack?
a. *Final Fantasy VII*
b. *Final Fantasy X*
c. *Final Fantasy Tactics*
d. *Final Fantasy Chronicles*

4. Since the *High Heat* franchise began in 1998, how many cover athletes have represented the game?
a. Two
b. Three
c. Four
d. Five

5. The developers of *Midnight Club II* produced the CG for which movie?
a. *Tron*
b. *Toy Story*
c. *The Lawnmower Man*
d. *Adventures in Babysitting*

ANGELIC WORK Designing kick-ass CG cars like this one wasn't Angel Studios' first CG job.

Answers: 1. e, 2. c, 3. c, 4. a (Schilling, Sosa), 5. c



OFFICIAL U.S. PlayStation MAGAZINE

NEXT MONTH

May 2003

On sale April 8

SPLINTER CELL

Feature · Playable Demo · Review

Editorial content subject to change. Yeah, we know we promised *Splinter Cell* last month, but this time we mean it.

Ad Index

3DO Company	26-27	www.3do.com
Activision	33	www.activision.com
America Online	onsert	www.aol.com
Bandai America Inc.	63, 65, 67, 91	www.bandai.com
Capcom U.S.A., Inc.	18-19, 72-73, 124	www.capcom.com
Cartoon Network	69	www.toonami.com
DC Shoes, Inc.	11-12	www.dcshoecousa.com
Ecko Unlimited	41, 89	www.ecko.com
Eidos Interactive, Inc.	4-5	www.eidos.com
Electronic Arts	8-9	www.ea.com
Electronic Entertainment	107	www.E3expo.com
Full Sail Real World	51	www.fullsail.com
H. J. Heinz - Foodservice Division	43	www.heinz.com
Infogrames, Inc.	122-123, disc	www.infogrames.net
Intec Inc.	85	www.inteclink.com
Koei Corporation	44-45	www.koeigames.com
Konami America	35, 101	www.konami.com
LucasArts Entertainment	24-25, 81	www.lucasarts.com
Majesco Sales, Inc.	99	www.majescosales.com
Midway Games, Inc.	16-17	www.midway.com
Namco Hometek	77	www.namco.com
Pricegrabber.com	49	www.pricegrabber.com
Saitek Industries LTD, Inc.	79	www.saitekusa.com
Sega Of America	14-15, 93	www.sega.com
Sony Computer Entertainment	2-3, 21, 23, 58-59	www.scea.com
Sony Online Entertainment	6-7	www.sonyonline.com
Take 2 Interactive Software	57	www.take2games.com
TokyoPop (Mixx Entertainment)	53	www.tokyopop.com
Ubi Soft Entertainment	36-37	www.ubisoft.com
Warner Bros. Pictures	31	www.dreamcatchermovie.com

IF YOU PURCHASED A SUBSCRIPTION TO THIS OR ANOTHER MAGAZINE, THE FOLLOWING PROPOSED CLASS ACTION SETTLEMENT MAY AFFECT YOUR RIGHTS

This notice describes a proposed nationwide settlement of class action lawsuits relating to magazine subscriptions that has been reached in In Re Magazine Antitrust Litigation, 00 Civ. 4889 (S.D.N.Y.) (the "Action"), and preliminarily approved by the U.S. District Court for the Southern District of New York (the "Court").

PLEASE NOTE THAT THE PROPOSED SETTLEMENT DOES NOT PROVIDE FOR THE PAYMENT OF MONEY OR OTHER COMPENSATION TO THE CLASS MEMBERS BUT INSTEAD SOLELY ADDRESSES CERTAIN INDUSTRY RULES AND PRACTICES THAT WERE DIRECTLY CHALLENGED IN THE ACTION AS BEING UNLAWFUL (SEE "THE CLAIMS IN THE LAWSUIT" SECTION BELOW).

This announcement is intended to give class members notice under Rule 23 of the Federal Rules of Civil Procedure and the Order of the Court dated September 20, 2002, as modified on September 30, 2002, that a hearing will be held before the Hon. Richard Conway Casey on May 27, 2003 at 11:00 a.m. to determine whether: (a) to certify the proposed settlement class under Rule 23; (b) the proposed settlement of the Action is fair, reasonable and adequate; (c) a final judgment should be entered dismissing the Action with prejudice to the class members; and (d) to approve class counsels' application for attorneys' fees and expenses. The rest of this notice summarizes the terms of the proposed settlement. You can obtain a copy of the settlement agreement, the Consolidated Amended Class Action Complaint (the "Complaint"), and a list of the magazine subscriptions at issue in the Action, at www.magazine.org or by writing to The Garden City Group, Inc., the Administrator of the Notice Program, at Magazine Antitrust Litigation, P.O. Box 9000 # 6041, Merrick, NY 11566-9000 (the "Administrator"). **ANY QUESTIONS AND COMMUNICATIONS REGARDING THIS NOTICE OR THE SETTLEMENT SHOULD BE DIRECTED TO THE ADMINISTRATOR AT THE ADDRESS LISTED ABOVE OR BY CALLING 1-888-210-0118. PLEASE DO NOT CONTACT THE ADMINISTRATOR WITH QUESTIONS REGARDING YOUR CURRENT SUBSCRIPTIONS UNLESS THOSE QUESTIONS RELATE TO THE CLASS ACTION SETTLEMENT.**

DO NOT CONTACT THE COURT, COUNSEL TO THE PARTIES, *OFFICIAL U.S. PLAYSTATION MAGAZINE* OR ANY PUBLISHER REGARDING THIS NOTICE. THE ADMINISTRATOR, WHERE APPROPRIATE, WILL REFER ANY QUESTIONS TO THE APPROPRIATE PERSON.

The Claims in the Lawsuit

The Complaint was filed in this Action in or about October 2000, against the Magazine Publishers of America ("MPA"), a consumer magazine trade association, and fourteen magazine publishing companies (the "Publisher Defendants"). The Complaint alleged an agreement among the Publisher Defendants and the MPA to set the minimum price of or maximum discount on magazine subscriptions through the enactment of MPA Guideline 4(a) and/or the collective action among publishers to adhere to the ABC's 50% Rule (as referred to in ¶45 of the Complaint) or the similar Rule of the BPA International pertaining to its definition of "paid circulation." The Complaint asked the Court to eliminate or modify Guideline 4(a) and to award damages that allegedly were suffered by consumers who purchased subscriptions to the Publisher Defendants' magazines.

The defendants have denied the material allegations of the Complaint. The parties have now agreed to settle the Action in its entirety. On September 20, 2002, the Court preliminarily approved the settlement.

Terms of the Proposed Settlement

In the proposed settlement, the defendants have agreed to do two things: (i) the MPA shall delete in its entirety MPA Guideline 4(a); and (ii) the defendants shall defray the costs incurred in connection with the Action, including the costs of the Notice program involving notifying class members of the terms and conditions of the proposed settlement and the Plaintiffs' actual attorneys' fees and expenses awarded by the Court up to $1.1 million.

In exchange, the Plaintiffs have agreed that, if the settlement is approved, the Court will enter a judgment dismissing the Action with prejudice, and the named Plaintiffs and all class members who have not duly opted-out of the class will be deemed to be subject to the release in this case, which provides as follows: "As of the date on which the Agreement is Finally Approved, the Publisher Defendants and the MPA . . . shall be completely released, acquitted, and forever discharged, from any and all claims, demands, actions, suits, causes of action, injuries or damages, whether class, individual or otherwise in nature, that Plaintiffs, the Class Members or each of them, in his or her capacity as a subscriber to a magazine, ever had or now has, in law or equity, under federal or state law, relating to an agreement to set the minimum price of or maximum discount on magazine subscriptions through the enactment of MPA Guideline 4(a) and/or the collective action among publishers to adhere to the ABC's 50% Rule (as referred to in ¶45 of the Amended Complaint) or the similar Rule of the BPA International pertaining to its definition of 'paid circulation.'"

The release also releases class action claims that were previously brought (but subsequently dismissed without prejudice) by a plaintiff in the State Court in San Diego, California, who asserted similar allegations against the defendants albeit based on violations of California state laws. The California action was styled *Coossan v. Hearst Corp., et. al.*, No. GIC 752985. A copy of the Coossan Complaint can be obtained at www.magazine.org.

Who are the Publisher Defendants?

The Publisher Defendants are: Condé Nast Publications, Inc.; Gruner + Jahr Printing and Publishing Company; Hachette Filipacchi Media U.S., Inc. (f/k/a Hachette Filipacchi Magazines, Inc.); The Hearst Corporation; International Data Group, Inc.; Meredith Corporation; Newsweek, Inc.; Primedia, Inc.; Reader's Digest Association, Inc.; Rodale Inc.; Time Inc.; Time4Media, Inc. (f/k/a Times Mirror Magazines, Inc.); TV Guide, Inc. and Ziff-Davis Publishing, Inc.

Who is in the Class?

Class Members are those persons who purchased a subscription to this publication or to other publications that were published by any of the Publisher Defendants during the period from and including July 1, 1996 up to and including April 15, 2002 (the "Class"). For purposes of determining inclusion in the Class, it does not matter whether you purchased your subscription from one of the Publisher Defendants, or through agents, subagents or other third party marketers. You are not, however, a member of the Class if you did not purchase a magazine subscription within the time period stated above, or if you purchased your magazines only at newsstands.

Your Right to Object to the Proposed Settlement

You have the right to appear, in person or by counsel, at the hearing on the proposed settlement in order to comment on, or object to, the terms of the proposed settlement, its adequacy or reasonableness and/or the award of attorneys' fees and expenses to class counsel. However, you will only be heard at that time if you first, by May 5, 2003, (a) file with the Court a notice of your intention to appear, which includes the basis for your objection, a statement identifying the magazines to which you subscribed, and the approximate time period of each such subscription; and (b) serve copies of the notice (and all other papers you intend to rely upon) by hand or first class mail on Plaintiffs' co-lead counsel, Bruce E. Gerstein, Esq., Garwin, Bronzaft, Gerstein, & Fisher, LLP, 1501 Broadway, Suite 1416, New York, NY 10036 and H. Laddie Montague, Jr., Esq., Berger & Montague, 1622 Locust Street, Philadelphia, PA 19103, and on Defendants' coordinating counsel, Lawrence I. Fox, Esq. at McDermott, Will & Emery, 50 Rockefeller Plaza, 11th Floor, New York, New York 10020.

Your Right to Opt-Out of the Settlement

ALTHOUGH YOU HAVE THE RIGHT TO APPEAR AT THE HEARING, YOU HAVE NO OBLIGATION TO DO SO. If you do not wish to participate in or be bound by the proposed settlement, you can exclude yourself (i.e., "opt-out"). To opt out, you MUST send a request for exclusion in an envelope POSTMARKED NO LATER THAN May 5, 2003 to the Administrator of the Notice Program Magazine Antitrust Litigation, P.O. Box 9000 # 6041, Merrick, NY 11566-9000. The request for exclusion must state your full name, the magazine(s) to which you subscribed and the approximate time period of each subscription, and the address to which your magazines were sent. IF YOU DO NOT EXCLUDE YOURSELF, you will be barred from prosecuting any legal action against the MPA or its members and the Publisher Defendants to the full extent of the release set forth in the "Terms of the Proposed Settlement" section above.

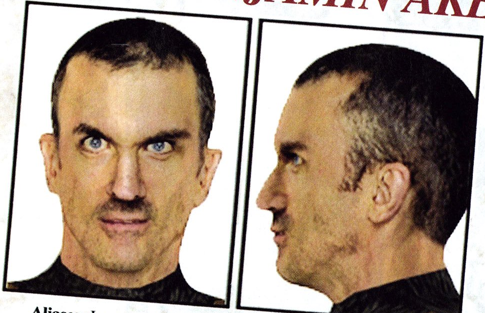
Examination of Papers and Inquiries

For a more detailed statement of the matters involved in the Action, including the Complaint, the settlement agreement, motion papers and certain orders of the Court, you may visit the office of the Clerk of the United States District Court, 500 Pearl Street, New York, New York, during business hours. Copies of the papers relating to the settlement are also available at www.magazine.org.

WANTED
BY THE CIFR

**PARTICIPATION IN PARAMILITARY ORGANIZATION;
UNLAWFUL FLIGHT TO AVOID PROSECUTION — MURDER**

LUCAS BENJAMIN AKER



Aliases: Lou, Luc, "Commander," Benjamin Jaker, Lucky

DESCRIPTION

Date of Birth:	August 6, 1961		
Height:	5' 8"	**Eyes:**	Blue
Scars and Marks:	Aker has a U.S. flag tattooed on his right shoulder	**Complexion:**	White
		Nationality:	American

Remarks: *A self-taught commando, Aker has worked as a freelance mercenary. This hyper-patriotic militia leader is responsible for leading organizations that train in covert warfare, specifically against the U.S. Government. His militia organization is dedicated to "preventing the disintegration of America." Aker has run camps in Alabama, Florida and Utah.*

CONSIDERED ARMED AND EXTREMELY DANGEROUS

BLACK OPS entertainment

REWARD
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PlayStation.2

RATING PENDING
RP
CONTENT RATED BY ESRB

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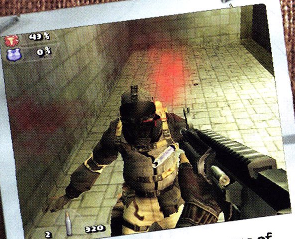
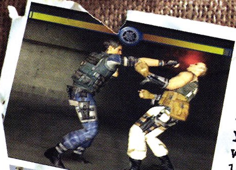
Dead or Alive – You Can Decide As You Go...



There is an impressive array of lethal and non-lethal weapons at your disposal. The more bounty money you bring in, the more you can buy, the more dangerous you become.



Your mission – to hunt the CIFR's Most Wanted. A web of terror will take you to exotic locations worldwide, eventually leading you to the Middle East.

These are the world's most dangerous criminals. They are heavily armed and highly skilled, with small armies of bodyguards. Engage with extreme prejudice.

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- Dragon Flamethrower
- Car 4 Assault Rifle
- AK74
- Enforcer Pistol
- Sniper Rifle
- Grenade Launcher

Fugitive Hunter™

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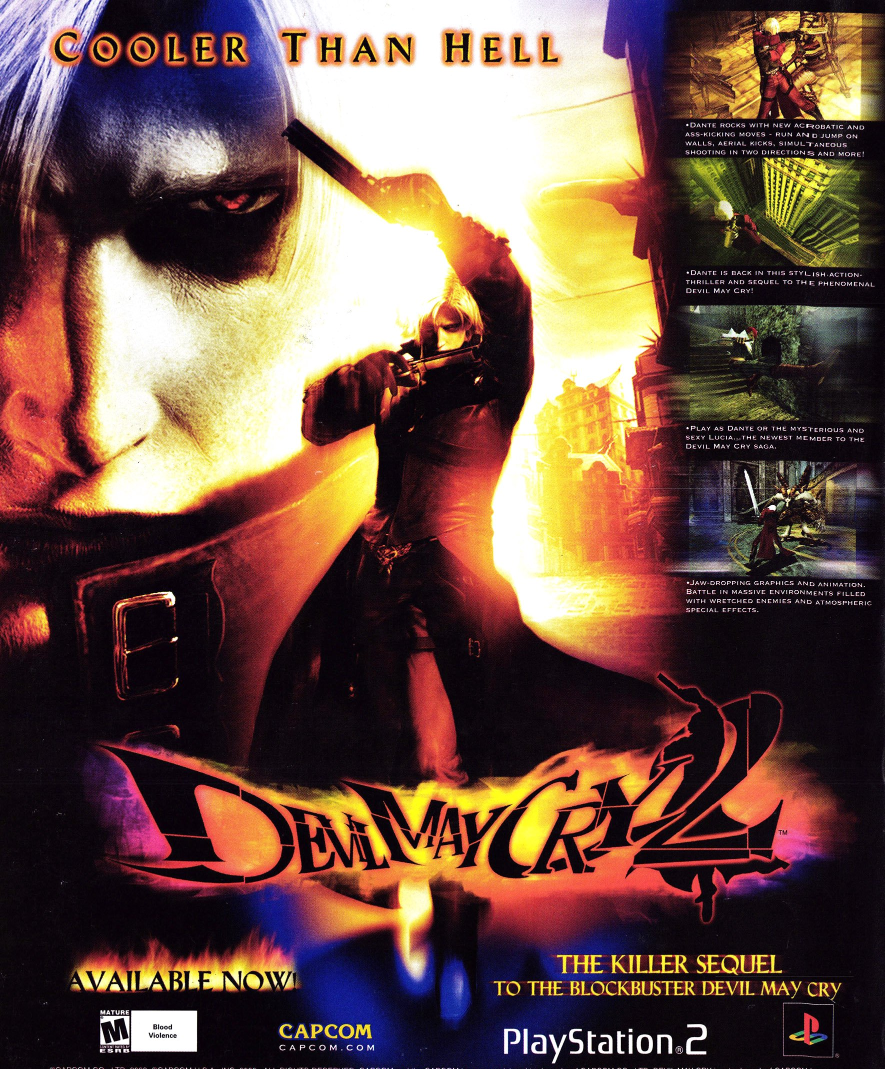
COOLER THAN HELL
DEVIL MAY CRY 2™
AVAILABLE NOW!
THE KILLER SEQUEL
TO THE BLOCKBUSTER DEVIL MAY CRY
MATURE
M
CONTENT RATED BY ESRB
Blood
Violence
CAPCOM
CAPCOM.COM
PlayStation®2

- •DANTE ROCKS WITH NEW ACROBATIC AND ASS-KICKING MOVES - RUN AND JUMP ON WALLS, AERIAL KICKS, SIMULTANEOUS SHOOTING IN TWO DIRECTIONS AND MORE!
- •DANTE IS BACK IN THIS STYLISH-ACTION-THRILLER AND SEQUEL TO THE PHENOMENAL DEVIL MAY CRY!
- •PLAY AS DANTE OR THE MYSTERIOUS AND SEXY LUCIA...THE NEWEST MEMBER TO THE DEVIL MAY CRY SAGA.
- •JAW-DROPPING GRAPHICS AND ANIMATION. BATTLE IN MASSIVE ENVIRONMENTS FILLED WITH WRETCHED ENEMIES AND ATMOSPHERIC SPECIAL EFFECTS.

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